



Gary Gygax Q&A, Part IV

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Steverooo

Tuesday, 22nd July, 2003, 03:19 PM

Gary Gygax Q&A, Part IV

Here's the previous one...

<http://enworld.cyberstreet.com/showt...threadid=46861>

Col_Pladoh

Tuesday, 22nd July, 2003, 04:42 PM

Okay by me;)

Gary

andargor

Tuesday, 22nd July, 2003, 05:15 PM

Quote:

*Originally posted by Col_Pladoh
Okay by me;)*

Gary

Welcome back, Gary!

I've posted a little story about how the D&D adventure began in our group (link in my sig), and I was wondering, how did it start for you?

Andargor

SubMensa

Tuesday, 22nd July, 2003, 05:21 PM

Ok, I'll step up. please excuse me if this has been asked before.

Where did the idea for the tarrasque come from?

Thanks in advance for any insights you may have.

By the way, thank you for the years of entertainment, and indirectly for my love of reading. If it weren't for discovering roleplaying I would definitely be a different person today.

Joseph Elric Smith

Tuesday, 22nd July, 2003, 05:28 PM

Quote:

*Originally posted by SubMensa
Ok, I'll step up. please excuse me if this has been asked before.*

Where did the idea for the tarrasque come from?

Ok I'll ask, do you mean the legend of the tarrasque, from the France, or the terrasque from the various monster manuals?

Ken

Barak

Tuesday, 22nd July, 2003, 05:40 PM

Mr Gygax

[tacked on appropriate praise for inventing the hobby, as they pretty much all have been used already, rightfully]

I've seen you refer in passing, favorably so, to Arcana Unhearted, by Malhavoc Press, and have also read your comment on it on montecook.com. Since the product itself introduces quite a few "new" views on D&D, I'd be curious as to your take on the one that impressed or intrigued you the most. And while we're on it, how do you view other products by Mr Cook?

Barak, who'll be sure to look you up next time he's in Lake Geneva.

Col_Pladoh

Tuesday, 22nd July, 2003, 07:05 PM

Quote:

Originally posted by andargor

Welcome back, Gary!

I've posted a little story about how the D&D adventure began in our group (link in my sig), and I was wondering, how did it start for you?

Andargor

Hi Andargor:)

Heh, and my experience is from the other end, so to speak. I do relate fully to your mention of chess and board wargames, and I do still love such games. Operation Overlord is my board favorite wargame. I love to play chess, shogi, and many variant chess games. Sadly for me, I get little opportunity to do any of that. I've managed to remain active in RPGs, though, and my current LA game campaign is about seven years old now, with regular weekly meetings here at my house on Thursday evenings.

Now to my first D&D sessionion:

It was in the late fall of 1972 when I completed a map of some castle ruins, noted ways down to the dungeon level (singular), and invited my 11-year-old son Ernie and nine-year-old daughter Elise to create characters and adventure. This they did, and around 9 PM (sound familiar?) they had to come back from such imaginary derring-do, put their index card character sheets aside, and get ready for bed. They had had a marvelous time and wanted to keep playing.

After they went upstairs I stayed in my study and went to work on a second dungeon level. The next day they played, and with their PCs were two new ones, that of Rob Kuntz and Don Kaye's Murlynd. After that it was a race for me to get more levels done as the player group grew and got more able in their delving.

Cheers,
Gary

Col_Pladoh

Tuesday, 22nd July, 2003, 07:09 PM

Quote:

Originally posted by SubMensa

Ok, I'll step up. please excuse me if this has been asked before.

Where did the idea for the tarrasque come from?

Thanks in advance for any insights you may have.

By the way, thank you for the years of entertainment, and indirectly for my love of reading. If it weren't for discovering roleplaying I would definitely be a different person today.

Howdy!

The question has been asked before, although I am not certain if it was on this multi-part thread. anyway...

The tarrasque is a fabulous monster from French legend, and it was French author Francois Marcela Froideval who called the beast to my attention, did up the stats for it. I thought the game needed at least one near-undestructable creature from myth, so it made the book;)

Cheers,
Gary

Col_Pladoh

Tuesday, 22nd July, 2003, 07:10 PM

Quote:

Originally posted by Joseph Elric Smith

Ok I'll ask, do you mean the legend of the tarrasque, from the France, or the terrasque from the various monster manuals?
Ken

Heh, Ken :eek:

I covered both of those bases.

Cheers,
Gary

Col_Pladoh

Tuesday, 22nd July, 2003, 07:18 PM

Quote:

Originally posted by Barak

Mr Gygax

[tacked on appropriate praise for inventing the hobby, as they pretty much all have been used already, rightfully]

I've seen you refer in passing, favorably so, to Arcana Unearthed, by Malhavoc Press, and have also read your comment on it on montecook.com. Since the product itself introduces quite a few "new" views on D&D, I'd be curious as to your take on the one that impressed or intrigued you the most. And while we're on it, how do you view other products by Mr Cook?

Barak, who'll be sure to look you up next time he's in Lake Geneva.

Howdy Barak!

Well, as one who read the draft mss. for the PGB and DMG before they went to print, but have only played the new system for a few score hours, I was most impressed with Monte's bold departure from the 3E system wherever he thought such variance would produce a more compelling and exciting campaign. From a designer's standpoint the Arcana Unearthed material struck me as innovative in what difference in feel and style of play it would engender--virtually a whole new game using the same general framework as 3E.

As for the Good Mr. Cook's other work, as I don't play 3E regularly I don't feel qualified to critique it. That so many avid gamers hold his material in esteem speaks sufficiently, no?

Cheers,
Gary

P.S. Added by Edit:

Sorry I forgot to extend an invitation regarding stopping by. Please do:) Email me, and I can give you directions to my place. We play every Thursday evening from around 6:30 until 10:30. Auditors are fine, and the crew doesn't mind having a casual addition to the party either.

PowerWordDumb

Tuesday, 22nd July, 2003, 07:30 PM

Quote:

Originally posted by Col_Pladoh

Sorry I forgot to extend an invitation regarding stopping by. Please do:) Email me, and I can give you directions to my place. We play every Thursday evening from around 6:30 until 10:30. Auditors are fine, and the crew doesn't mind having a casual addition to the party either.

Wow! Extending an open invitation for a fan to drop by and play with the legendary master himself?!?

Yet another reason for me to continue to believe - going on 23 years now - that our beloved Gary is the absolute hands-down coolest of the cool.

Some day I too will have to venture over to Lake Geneva. My own personal pilgrimage to Mecca, if you will. :)

Col_Pladoh

Tuesday, 22nd July, 2003, 08:32 PM

Quote:

Originally posted by PowerWordDumb

Wow! Extending an open invitation for a fan to drop by and play with the legendary master himself?!?

Yet another reason for me to continue to believe - going on 23 years now - that our beloved Gary is the absolute hands-down coolest of the cool.

Some day I too will have to venture over to Lake Geneva. My own personal pilgrimage to Mecca, if you will. :)

Heh,

Well thanks, but I am just passing things along.

If you can, get ahold of one of Leo Edward's adventure books for boys. the "Jerry Todd" series is the easiest to find copies of. Leo was born in Illinois but lived and wrote in Wisconsin. In his books he extends an invitation to readers to stop by his house, meet him and his wife, and have lemonade and cookies :) I never made it there, but I surely enjoyed the novels and really liked the spirit of the invitation the author displayed. So I am just passing things along now.

Cheers,
Gary

Barak

Wednesday, 23rd July, 2003, 03:20 PM

Well now all that is left is to find a reason compelling enough for the wife to agree with having our next family vacation in Lake Geneva. And - then- an excuse to disappear from the vacation itself for four hours on a certain night. :)

"Are you having an affair or something?"

"No.. No sweetie, honest."

"Tell the truth now!"

"Well, ok. I'm going to Gary Gygax's house to see how he runs his game."

"Of course. Very believable. Just tell me one thing, is she younger than me?"

At least, despite not being a gamer, she knows who you are, Gary. :) And not from me either.

Col_Pladoh

Wednesday, 23rd July, 2003, 03:40 PM

Quote:

Originally posted by Barak

Well now all that is left is to find a reason compelling enough for the wife to agree with having our next family vacation in Lake Geneva. And -then- an excuse to disappear from the vacation itself for four hours on a certain night. :)

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"Well, ok. I'm going to Gary Gygax's house to see how he runs his game."

"Of course. Very believable. Just tell me one thing, is she younger than me?"

At least, despite not being a gamer, she knows who you are, Gary. :) And not from me either.

Heh, Barak,

Well done!

That calls to mind my early days of wargaming. My ex-wife was convinced that I was carrying on an affair when I would be away all night. After much disputation, I agreed to have the games played at our place despite the childrens' presence (noisy) and her wanting to talk.

So about eight o'clock my opponent showed up and we begin playing. At around 11 PM my ex-wife said loudly, "Do you know that neither one of you has said a word in over an hour?!" Grunted responses were all that was forthcoming, so she went off to bed, and we finished the game around 7 AM that morning. We all had breakfast together, then my opponent went home to get some sleep. The ex- never did like games, gamers...or me in actuality.

The positive side is that RPGs are quite different from wargames. Lots of conversation going on, so non-gamer onlookers are not quite so bored.

In short, she can come along to see the game if that's desired :D

Cheers,
Gary

PatEllis15

Wednesday, 23rd July, 2003, 04:10 PM

The Past... and the future?!

As always, thanks for you time Gary...

First:

I recently read an interview you did with CIRO ALESSANDRO SACCO, a multi parter that covered your history in gaming from the birth of RPG's to your current work with LA.

I'd like to say that it reads like an America tragedy... I can't believe all of the pitfalls they lay before you. Your a strong man to have not let them stop you from continuing your work!

SO, in response to this question:

"In your FAQ you write "1973: Gary and Don Kaye form Tactical Studies Rules, an equal partnership" and then "1974: Brian Blume is admitted as an equal (1/3) partner". Did both of you admit a new partner to help financing the publication of D&D? "

You responded thusly:

"Don and I wanted to get the D&D game out as soon as possible. If we had waited until sales of our one set of military miniatures rules, "Cavaliers & Roundheads", generated sufficient funds, it would have been 1975 before we could publish."

Can you talk a bit about how things would have been different if not for the untimely death of your friend Don Kaye? Why did you not purchase Don's shares? Why did you pick Brian (whom per the interview you never seemed to be on the same page with) as your third partner?

That's the past... now the future...

Hasbro has been busy selling off pieces of the old TSR (Dragon/Dungeon magazine, Gen Con, etc.). I don't see it happening for a few years, as Hasbro will surely beat Revised Edition to death first, but if Hasbro were to put D&D up for sale, would you be interested, and motivated to buy back your brand name?

Thanks for your time!

Pat Ellis
Taro Sarask

Quote:

Originally posted by Col_Pladoh

The positive side is that RPGs are quite different from wargames. Lots of conversation going on, so non-gamer onlookers are not quite so bored.

In short, she can come along to see the game if that's desired :D

***Cheers,
Gary***

Absolutely, that is how I got my wife to play, she would wake up to the table and listen to us, and when she would start to chime in, we would tell her she had to have a character to comment, next thing you know she was gaming, and that was over 3 years ago :)
ken

Col_Pladoh

Wednesday, 23rd July, 2003, 04:39 PM

Re: The Past... and the future?!

Quote:

Originally posted by PatEllis15

As always, thanks for you time Gary...

First:

I recently read an interview you did with CIRO ALESSANDRO SACCO, a multi parter that covered your history in gaming from the birth of RPG's to your current work with LA.

I'd like to say that it reads like an America tragedy... I can't believe all of the pitfalls they lay before you. Your a strong man to have not let them stop you from continuing your work!

Welcome, certainly. I answer such questions for the benefit of those interested, and hopefully to assist others in error avoidance :rolleyes:

Fortunately for me I got into this field for love of gaming, not for money and power. What happened was very much a disappointemnt, but it didn't dampen my love for games--creation and playing of them.

Quote:

SO, in response to this question:

"In your FAQ you write "1973: Gary and Don Kaye form Tactical Studies Rules, an equal partnership" and then "1974: Brian Blume is admitted as an equal (1/3) partner". Did both of you admit a new partner to help financing the publication of D&D? "

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"Don and I wanted to get the D&D game out as soon as possible. If we had waited until sales of our one set of military miniatures rules, "Cavaliers & Roundheads", generated sufficient funds, it would have been 1975 before we could publish."

Can you talk a bit about how things would have been different if not for the untimely death of your friend Don Kaye? Why did you not purchase Don's shares? Why did you pick Brian (whom per the interview you never seemed to be on the same page with) as your third partner?

Anything I have to add must be pure speculation, but...

Had Don not died, he and I would have been the dorecting force behind TSR, not Brian. Don and I had been pals since around age 7, and we shared the same general vision.

I didn't purchase Don's interest in Tactical Studies Rules because I lacked the financial wherewithal at that time.

As for Brain Blume, when he first came into our player group he was seemingly a much different person than the one who emerged later. Don and I made the decision to admit him as an equal partner, as both of us wanted to get the D&D game into print, and we knew that between us we controlled the company. Let this be an object lesson to the young that they are indeed mortal, that life might end at any moment, and therefore to proceed with prudent steps to protect themselves and their heirs.

I must mention that absolutely no one seemed interested in investing in the company, and all that saw the D&D game thought we were quite balmy in thinking it would be popular. It is well enough known that I tried to license the game, as well as DUNGEON!, to The Avalon hill Company in the summer of 1973 before Tactical Studies Rules was formed, and that they turned it down with derisive laughter. Tom Shaw and I shared many a jest about that in years to come;) Don Kaye was the only one with vision, so when Brian Blume came along, we assumed that his perspective was similar to that Don and I had. In hindsight a big mistake...

Quote:

That's the past... now the future...

Hasbro has been busy selling off pieces of the old TSR (Dragon/Dungeon magazine, Gen Con, etc.). I don't see it happening for a few

years, as Hasbro will surely beat Revised Edition to death first, but if Hasbro were to put D&D up for sale, would you be interested, and motivated to buy back your brand name?

Thanks for your time!

Pat Ellis
Taro Sarask

There are two reasons I would not be likely to re-acquire the mark and game. First, I do not have the money to do so. Second, I am not attuned to the current form of the game. To cut to the chase, if I had the financial capacity to purchase the rights from Hasbro, I'd use the money to promote and advertise the Lejendary Adventure RPG system instead. there is no baggage of any sort with that game.

Cheers,
Gary

Col_Pladoh

Wednesday, 23rd July, 2003, 04:42 PM

Quote:

Originally posted by Joseph Elric Smith

Absolutely, that is how I got my wife to play, she would wake up to the table and listen to us, and when she would start to chime in, we would tell her she had to have a character to comment, next thing you know she was gaming, and that was over 3 years ago :) ken

Another success story!

Good work, amigo:D

Ciao,
Gary

Alaska Roberts

Wednesday, 23rd July, 2003, 04:45 PM

Hi Gary, are you gonna be at GenCon? And if you are, where can I meet you to buy you a drink?

Thanks

Alaska

Col_Pladoh

Wednesday, 23rd July, 2003, 05:02 PM

Quote:

Originally posted by Alaska Roberts

Hi Gary, are you gonna be at GenCon? And if you are, where can I meet you to buy you a drink?

Thanks

Alaska

Hi Alaska!

Thanks, and the thought is much appreciated:)

Fact is that I am not making GenCon this year for the first time ever. It is not in Wisconsin, I don't want to take the trip to Indy, and the con falls on my birthday anniversary--which I surely don't wish to spend thus!

Now if you happen to be in Milwaukee the following weekend, drop by the Gamefest there, and look me up. We are having an informal room party one night, likely Saturday, to say thanks to all my fellow gamers. (Night of the gathering is yet to be determined, as on either Friday or Saturday the Trolls are taking us out to dinner at the Old Town Serbian Gourmet restaurant there, and that's not to be missed, Excellent food, Serbian music, and great slivovitz.)

Cheers,
Gary

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Gary Gygax Q&A, Part IV

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Beckett

Wednesday, 23rd July, 2003, 08:03 PM

Quote:

Originally posted by Col_Pladoh

Fact is that I am not making GenCon this year for the first time ever. It is not in Wisconsin, I don't want to take the trip to Indy, and the con falls on my birthday anniversary--which I surely don't wish to spend thus!

I can see this quote getting a lot of mileage.

"Gary Gygax misses first GenCon ever!"

"EGG boycotts GCI!"

"Legendary Gamer Unhappy with New Location and New System!"

"WOTC stock plummets!"

;)

Best birthday wishes to you, and many more!

BOZ

Wednesday, 23rd July, 2003, 08:20 PM

... does that mean you're not going to gencon anymore, or just this time? :eek:

PatEllis15

Wednesday, 23rd July, 2003, 09:05 PM

Gary a quick follow up....

Hate to to keep dredging up the past...

When Don passed away, you were equal partners with Brian Blume, and assumedly Don's wife now held the 3rd share... Whose idea was it to get Brian's father involved? Why not some other investor, or let Don's widow see the profits if they came along...

I'm guessing that at this point, Brian still seemed like a reasonable business partner?

Thanks again.

Pat E

Col_Pladoh

Wednesday, 23rd July, 2003, 10:19 PM

Quote:

Originally posted by Beckett

I can see this quote getting a lot of mileage.

"Gary Gygax misses first GenCon ever!"

"EGG boycotts GCI!"

"Legendary Gamer Unhappy with New Location and New System!"

"WOTC stock plummets!"

;)

Best birthday wishes to you, and many more!

Heh!

As if...

The main reason is that I don't want to go to Indy, especially on my 65th birthday anniversary. I am expecting all of my children and grandchildren to be here at my place on Saturday, in fact :eek:

Cheers,

Gary

Col_Pladoh

Wednesday, 23rd July, 2003, 10:24 PM

Quote:

Originally posted by BOZ

... does that mean you're not going to gencon anymore, or just this time? :eek:

As the Bible says, "Let each day's evil be sufficient unto itself." I'll make up my mind about going to GenCon 2004 sometime next year. there's no hurry, eh? As it now stands I am committed to three local cons next year beginning in January and running through April--assuming they come off. One never knows about such things, although CodCon in April is likely to happen.

Cheers,
Gary

Col_Pladoh

Wednesday, 23rd July, 2003, 10:32 PM

Quote:

Originally posted by PatEllis15

Gary a quick follow up....

Hate to to keep dredging up the past...

When Don passed away, you were equal partners with Brian Blume, and assumedly Don's wife now held the 3rd share... Whose idea was it to get Brian's father involved? Why not some other investor, or let Don's widow see the profits if they came along...

I'm guessing that at this point, Brian still seemed like a reasonable business partner?

Thanks again.

Pat E

Okay, and I can understand your interest.

To put it delicately, Don's wife was less than personable. That even Don would have said to anyone whom he knew well enough. After Don died she dumped all the Tactical Studies Rules materials off on my front porch. It would have been impossible to manage a business with her involved as a partner. We had to buy her out. There was no one interested in investing the money needed to effect a buy-out and closing of the partnership. Unfortunately the agreement did not cover death of a partner as it should have.

Brian approached his father, and he was the only person willing to put up any cash to close the partnership and establish a new corporation that owned its assets and liabilities.

Indeed at the time Brian was an amiable and helpful business partner.

Cheers,
Gary

Phebius

Wednesday, 23rd July, 2003, 11:37 PM

Quote:

Originally posted by Col_Pladoh

So about eight o'clock my opponent showed up and we begin playing. At around 11 PM my ex-wife said loudly, "Do you know that neither one of you has said a word in over an hour?!" Grunted responses were all that was forthcoming, so she went off to bed, and we finished the game around 7 AM that morning. We all had breakfast together, then my opponent went home to get some sleep. In short, she can come along to see the game if that's desired :D

***Cheers,
Gary***

Sounds like way too many of my chess games in various venues.

You still playing much chess, Gary? Think you'll have time for a blitz game at the Gamefest? ;)

Emiricol

Thursday, 24th July, 2003, 12:04 AM

Amazing thread, and great that you are so accessible!

When did you publish Legendary Adventure, and is it still available?

Also, I got to doing a Google search looking for information and noted that www.gygax.com is no longer a valid site, are there plans to launch your own personal site soon?

Joseph Elric Smith

Thursday, 24th July, 2003, 12:45 AM

www.lejendary.com to find out more about Lejendary adventures, and www.lejendaryadventures.com to find out more information about the On-

line game of LA
ken

Emiricol

Thursday, 24th July, 2003, 12:55 AM

Thanks for the links! Wow, a LA MMORPG...

cimerians

Thursday, 24th July, 2003, 03:47 AM

Bears and Hobbits

Hello Gary,

Long time no post from me but I'm glad I've found a part IV thread here in ENWorld.

Just wanted to ask:

- What were the circumstances on the hobbit race being removed from the original game? Was a letter from Tolkien properties sent to TSR threatening legal action? or was it a more friendly phone call to remove the buggers from the game?

- Whats your one favorite meal. and your one favorite drink?

- Ok, what are the Chicago Bears going to do this year? You think maybe that offense might score a bit more?

Thanks and happy 65!

Barak

Thursday, 24th July, 2003, 12:57 PM

Man I love my wife.. :)

Me, trying to be sly "Oh hun, today Gary extended us an invitation to visit him should we ever be in Lake Geneva."

Her, not biting "Oh. That's nice."

"Yeah, I thought it was pretty darn cool of him."

"Hmm-hmm."

Long pause

"It's Gary Gyga, hun."

Finally I picked her interest! "Really? Wow! How did -that happen"

Explanation, followed by discussion on how unlikely it would be in the foreseeable future, but how neat it would be.

"Well, next time you talk to him, tell him that I think it's a very, very nice thing to do, and that if we ever go I'll insist on making my homemade pizza while you guys play around"

And her homemade pizza is her specialty, one she doesn't offer to do for just anyone.. And then finally the explanation.

"Man, that would really make Chas go bananas!"

Chas being her ex, which used to play a -lot- of D&D back in the old days, and a huge fan of yours, therefore the reason she knows you... Aren't women spiteful when pushed too far? :)

And now, to stop the complete personal derailing of the thread by myself.. A question. :)

-There's a pretty darn huge shift in the way of developing 3e compared to D&D back in the old days, which we discussed last night in my gaming group. Back then, once the core books were out, it seems to me that modules were the focus of development, with actual "supplements" seeming almost little more than an afterthought. Today, obviously, at least as far as WotC is concerned, it's supplements first, with modules left to 3rd party publishers. We know that this is probably, at least in today's market, a sound business decision. But do you think it hurts the game itself in some ways?

Col_Pladoh

Thursday, 24th July, 2003, 01:02 PM

Quote:

Originally posted by Phebius

Sounds like way too many of my chess games in various venues.

You still playing much chess, Gary? Think you'll have time for a blitz game at the Gamefest? ;)

The last two chess games I've played were double chess last winter and a shogi in the early spring.

I've never been much enamored by blitz chess. The 15 second time limit makes me nervous, but that aside likely I won't have time in the hall...maybe outside when I'm taking a break to smoke a Camel;)

Cheers,

Col_Pladoh

Thursday, 24th July, 2003, 01:09 PM

Quote:

*Originally posted by Emiricol***Amazing thread, and great that you are so accessible!****When did you publish *Legendary Adventure*, and is it still available?****Also, I got to doing a Google search looking for information and noted that www.gygax.com is no longer a valid site, are there plans to launch your own personal site soon?**

Howdy!

Hekaforge Productions publishes the LA game system material, and it is carried by major distributors/ If you can't find it at your FLGS, check it out on www.lejendary.com There is an LA game Quickstart pdf downloadable there for free. Your local shop should be able to order for you if it looks appealing, or you can order online from RPGme.

As for my website, bah! for various reasons we missed the renewal, so pirates nabbed it and are asking way too much money for the URL, We have www.egarygygax.com now, and the website should be active in a week or two;)

Cheers,
Gary

Col_Pladoh

Thursday, 24th July, 2003, 01:33 PM

Re: Bears and Hobbits

Quote:

*Originally posted by cimerians***Hello Gary,****Long time no post from me but I'm glad I've found a part IV thread here in ENWorld.****Just wanted to ask:****- What were the circumstances on the hobbit race being removed from the original game? Was a letter from Tolkien properties sent to TSR threatening legal action? or was it a more friendly phone call to remove the buggers from the game?**

Howdy Cimerians:)

Looks as if this new section of the never-ending thread is going to keep me here for a while...

TSR was served with papers threatening damages to the tune of half a mil by the Saul Zantes (sp?) division of Elan Merchandising on behalf of the Tolkien Estate. The main objection was to the boardgame we were publishing, The Battle of Five Armies. The author of that game had given us a letter from his attorney claiming the work was grandfathered because it was published after the copyrights for JRRT's works had lapsed and before any renewals were made. The action also demanded we remove balrog, dragon, dwarf, elf, ent, goblin, hobbit, orc, and warg from the D&D game. Although only balrog and warg were unique names we agreed to hobbit as well, kept the rest, of course. The boardgame was dumped, and thus the suit was settled out of court at that.

Quote:

- Whats your one favorite meal. and your one favorite drink?

That's like asking what my favorite book, game, or movie is. Way too many good ones to pick just one;) I enjoy most of the national cuisines, exotic dishes, and wild game. Amongst my special likes are breaded veal kidney chops, mutton chops wrapped in bacon, standing rib roast of beef with Yorkshire pudding, quail, roast goose, pheasant, and hot dogs :eek: (Yes, I cook a fair amount, and my wife says I am difficult in regards to meals.)

When I am flush I really enjoy premier grand cru class Bordeaux and Burgandy wines with my meal. Also a fine Champaign is a nice--Cristal and Rodidier Damant Blu are favorites. I have eclectic taste in liquor, drink most any good one. When it comes to beer I like the real ales and Samuel Adams Boston Ale is right up there.

In the morning my favorite "quick breakfast" is a cruller or French Markey doughnut and strong black coffee--drinking a cup of Stewart's Private Blend even as I enter this;)

Quote:

- Ok, what are the Chicago Bears going to do this year? You think maybe that offense might score a bit more?**Thanks and happy 65!**

All I can say here is that I surely do hope so., The Bears need to spend more money and get a top QB, one that's durable too!

Cheers,
Gary

Edited P.S.:

If you go to Milwaukee Gamefest be sure and have a dinner at a couple of places there. The Old town Serbian Gourmet is reasonably priced and serves great food--beef burak and goulash there are superb. Also, Moe's Steak house downtown is expensive but serves great food...and the owner is a D&Der:)

G

King Stannis

Thursday, 24th July, 2003, 01:43 PM

Re: Re: Bears and Hobbits

Quote:

Originally posted by Col_Pladoh

All I can say here is that I surely do hope so., The Bears need to spend more money and get a top QB, one that's durable too!

***Cheers,
Gary***

Not bloody likely, don't you think? When have the Bears ever gone after a top quarterback in the last 40 years or so. Other than McMahon, who, while serviceable physically, was the only Bears quarterback in recent history to have that intangible "X" factor. Stever Fuller, Jim Harbaugh, Eric Kramer...it reads like a laundry list of the mediocre. Is there some reason that McKaskey won't ever really try and get a true top tier quarterback?

Oh well, it could be worse, you could be a fan of the most gutless team of the last 10 years - The Miami Dolphins. Talk about "Sunshine Soldiers".

Anyway, just wanted to say "Hi" and "Happy Birthday", Gary. Do you officially feel like an old fart? ;)

Take care, man. Have a scotch and fine cigar for me.

Scott

Col_Pladoh

Thursday, 24th July, 2003, 01:58 PM

Quote:

*Originally posted by Barak
Man I love my wife.. :)*

****Me, trying to be sly* "Oh hun, today Gary extended us an invitation to visit him should we ever be in Lake Geneva."***

****Her, not biting* "Oh. That's nice."***

"Yeah, I thought it was pretty darn cool of him."

"Hmm-hmm."

****Long pause****

"It's Gary Gygax, hun."

****Finally I picked her interest!* "Really? Wow! How did -that happen"***

****Explanation, followed by discussion on how unlikely it would be in the foreseeable future, but how neat it would be.****

"Well, next time you talk to him, tell him that I think it's a very, very nice thing to do, and that if we ever go I'll insist on making my homemade pizza while you guys play around"

And her homemade pizza is her specialty, one she doesn't offer to do for just anyone.. And then finally the explanation.

"Man, that would really make Chas go bananas!"

Chas being her ex, which used to play a -lot- of D&D back in the old days, and a huge fan of yours, therefore the reason she knows you... Aren't women spiteful when pushed too far? :)

Heh, and you do a good dialog:)

The pizza sounds great, of course, but there would have to be jpgs of us all enjoying it as we played, those pics posted so that her ex would see them and weep... That would be very funny :D

Quote:

And now, to stop the complete personal derailing of the thread by myself.. A question. :)

-There's a pretty darn huge shift in the way of developing 3e compared to D&D back in the old days, which we discussed last night in my gaming group. Back then, once the core books were out, it seems to me that modules were the focus of development, with actual "supplements" seeming almost little more than an afterthought. Today, obviously, at least as far as WotC is concerned, it's

supplements first, with modules left to 3rd party publishers. We know that this is probably, at least in today's market, a sound business decision. But do you think it hurts the game itself in some ways?

IMO there has been a vast shift in game focus in 3E. The archetype has gone by the board, comic book-like feats are a feature, the whole purpose of play is set on killing things, and power gaming is encouraged. Long-term play is not facilitated by the new game. However, all that seems to be acceptable, as so many of the RPG players like it.

Creating good adventure modules is very difficult, and the returns on average ones are minimal compared to core books and major supplements. You bet it is a clever business move on WotC's part to concentrate on the high-volume products and leave the production of low-volume support material to other publishers.

In all I believe that the long term result of this is indeed likely to affect the D&D game adversely. Only time will tell, but the advent of 3.5E so soon after 3E seems to bear out what I envisage.

OTOH, an active RPG system needs to grow and change according to the audience, and I could be quite mistaken. After all, I have compiled a whole lot of additional material for my Lejendary Adventure RPG that needs to be released in supplemental form...

Cheers,
Gary

angrypossum

Thursday, 24th July, 2003, 02:16 PM

Healing potion

Hello Mr. Gygax,

How did the healing potion develop? Was it based on the healing properties of the Grail?

Thanks.

-Josh

Col_Pladoh

Thursday, 24th July, 2003, 02:19 PM

Re: Re: Re: Bears and Hobbits

Quote:

Originally posted by King_Stannis

Not bloody likely, don't you think? When have the Bears ever gone after a top quarterback in the last 40 years or so. Other than McMahon, who, while serviceable physically, was the only Bears quarterback in recent history to have that intangible "X" factor. Stever Fuller, Jim Harbaugh, Eric Kramer...it reads like a laundry list of the mediocre. Is there some reason that McKaskey won't ever really try and get a true top tier quarterback?

It is at least hopeful that McKaskey isn't directly managing the team these days. Right you are about mediocre QBs. After Sid Luckman they went for Johnny Lujack. When he didn't pan out it seems that management decided never to make that sort of "mistake" again. Having McMahon turn out to be so successful was a fluke...

Quote:

Oh well, it could be worse, you could be a fan of the most gutless team of the last 10 years - The Miami Dolphins. Talk about "Sunshine Soldiers".

As a Bear's fan you can well imagine how I feel about the fish:(

Quote:

Anyway, just wanted to say "Hi" and "Happy Birthday", Gary. Do you officially feel like an old fart? ;)

Take care, man. Have a scotch and fine cigar for me.

Scott

Heh, and my kinder have been calling me an Old Fart for quite a few years now, so I don't feel any more that way now than I did a couple of years back;)

The official drink for my birthday anniversary celebration here is Armagnac. I am uncorking a bottle that Francois Marcela Froideval gave me 17 years ago. It was from his father's cave, 50 years old when originally purchased, and there for some time before it was gifted to me. Thus the libation will be considerably older than me!

I plan to smoke a good cigar whilst sipping that Armagnac from a crystal brandy snifter, yes. I am picking up a good Bering and a Garcia y Vega in honor of my father, as those were his usual stogies;)

Cheers,
Gary

Barak

Thursday, 24th July, 2003, 02:31 PM

Oh that's just great. You hate the Dolphins. We might be going to Lake Geneva sooner then expected after all, the wife is a Bills fan true and through, and therefore hates the fishes with a passion.

Anyway.. Your comment about the need to publish new material to make the game "grow" brings to mind another comment from one of my gaming friends. You are a vocal proponent of "simple" systems, as your comments on 3E indicate. Yet, any gaming system always end up publishing supplements, obviously, both to enable the company to make money selling them (duh!), and due to fan-demand. And obviously, any supplement must, somehow, bring -some- more rules with it, be it only to enable the use of such new material. How do you, as a game writer reconcile that fact with your ultimate preference for a somewhat rule-lite system?

Col_Pladoh

Thursday, 24th July, 2003, 02:48 PM

Re: Healing potion

Quote:

Originally posted by angrypossum
Hello Mr. Gygax,

How did the healing potion develop? Was it based on the healing properties of the Grail?

Thanks.

-Josh

Howdy Josh,

Actually, the idea for the healing potion was simply based on a game need. Quick healing was featured in many fantasy stories, so creating a potion to restore lost hit points for characters seemed logical. It provided a good magic item to award, one that was a one-shot deal but allowed protracted adventuring;)

That's it.
Gary

PatEllis15

Thursday, 24th July, 2003, 03:11 PM

Thanks again Gary.

I agree with your long term assessment with D&D, thus my earlier question about your possible aquisition of the property.

I suspect that we will see 4th Edition sooner than most would like, and that soon after that thing will spiral to far down for Hasbro to stomach, and they will see selling the property as more attractive the pumping money into it. If you can't buy it, perhaps Adkinson will buy it back...

Onto another subject near and dear to your heart... Moving D&D, frombooks to the big (or small) screen.

It seems to me that NO fantasy movie to date has captured the basis for an D&D adventure. To often they focus on the poor scrub having to save the princess, or a typical plot of the underdog having to save the world.

I wonder to what extent a D&D TV show could find success in the syndicated TV market. Make a 2 hour TV movie, and hve 4-6 adventure types be forced together, and then have them do some deed to gain freedom, and find friendship in the same breath. Subsequent 1 hour shows could focus on small adventures, with larger story arcs playing them selves out. Hercles and Xeno showed that you don't have to have world class budgets to make a fantasy show, and with the upswell of support for fantasy films (ala Harry Potter and the Lord of the Rings) I think that success could be found.

But the focus for any such film or show should be about a group of adventurers adventuring! No need to save the world every week...

I'd just like to hear your thought on this subject. Did you get far enough along with Hollywood to discuss the concept for a TV show or Movie?

Pat E

Col_Pladoh

Thursday, 24th July, 2003, 03:13 PM

Quote:

Originally posted by Barak
Oh that's just great. You hate the Dolphins. We might be going to Lake Geneva sooner then expected after all, the wife is a Bills fan true and through, and therefore hates the fishes with a passion.

Well, I am a strange Bears fan in that I do not hate the Packers, enjoy watching them play, but I dislike the Vikings strongly--well, as much as I can work up enmity for any team in a sport that really doesn't affect my real life other than in regards to leisure-time amusement :rolleyes:

Quote:

Anyway.. Your comment about the need to publish new material to make the game "grow" brings to mind another comment from one of my gaming friends. You are a vocal proponent of "simple" systems, as your comments on 3E indicate. Yet, any gaming system always end up publishing supplements, obviously, both to enable the company to make money selling them (duh!), and due to fan-demand. And obviously, any supplement must, somehow, bring -some- more rules with it, be it only to enable the use of such new

There is often player pressure to add complexities and complications to rules and systems, such additions being urged in areas that the players like and believe to be critical to enjoyment of the game. I did that for some writing in OAD&D and regretted it considerably thereafter--mainly weapons vs. armor types and psionics. I would have been better advised to have explained alignment more carefully, stressing that it was mainly for the DM to use in judging a PCS actions, and not something that should ever be discussed in character unless with clerics or in a debate of morals and ethics, mainly philosophical. Actions should speak for alignment, and a player should have his PC perform according to the alignment chosen without speaking of it.

Back to the LA game system, the additions I have are mainly the sort that expand choices in the game--new a very few new Abilities, new Orders, new Equipment, new Weapons, more Powers (spells), Extraordinary Items (magic items), and new creatures (monsters). What rules additions there are are generally very short, quantify existing material or else give the Lejend Master some guidelines for action areas that were overlooked initially--breath holding for example.

In short, the material to supplement the existing core work adds perhaps 5% or less to the rules base, and the other 95% or more simply increases the options available to players and the LM.

Very few new rules are being added, but those that exist are being clarified in brief. Any complications desired are left to the LM, and most using the system appreciate that, as it leaves the game in their hands, not in those of rules lawyers who can point to chapter and verse to mess up the flow of the adventure;)

Cheers,
Gary

Flexor the Mighty!

Thursday, 24th July, 2003, 03:13 PM

Hello Gary, hope you and your family are well.

I just wanted to say how much I enjoyed the Gord the Rogue series. I just finished "Dance of Demons" and it was a blast. Reading these books has given me a new take on how demons and celestials act. The rigid dogma and inflexible attitudes of the Solars they encountered was interesting. No turn the other cheek attitude there. Plus Vuron will be making some appearances in my game, what a cool demon.

Reading about Graz'zt, Zuggtmoy, Demogorgon and all the major demons was quite a thrill as they were one of the things that caught my eye when browsing the MM back in 1983, which led to me starting gaming. The ending was cool, was that your way of "washing" your hands of the setting? I kind of think that if you had just left off after the final fight between Gord and "T" it would have been better. But I'm a sucker for a "Good guy gets screwed", Stephen King style ending.

Anyway on to "Night Arrant" and I eagerly await the graphic novels. Bravo on the quality storytelling.

Col_Pladoh

Thursday, 24th July, 2003, 03:45 PM

Quote:

Originally posted by PatEllis15
Thanks again Gary.

I agree with your long term assessment with D&D, thus my earlier question about your possible aquisition of the property.

I suspect that we will see 4th Edition sooner than most would like, and that soon after that thing will spiral to far down for Hasbro to stomach, and they will see selling the property as more attractive the pumping money into it. If you can't buy it, perhaps Adkinson will buy it back...

Peter Adkison is a huge fan of D&D, and 3E was really his vision. Thus, Peter would be the logical one to acquire the game when Hasbro divests it. I was concerned when he left WotC because it seemed to me that the main force behind the new game was gone.

Quote:

Onto another subject near and dear to your heart... Moving D&D, frombooks to the big (or small) screen.

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But the focus for any such film or show should be about a group of adventurers adventuring! No need to save the world every week...

I'd just like to hear your thought on this subject. Did you get far enough along with Hollywood to discuss the concept for a TV show or Movie?

Pat E

Short answer to a lengthy exposition:)

The D&D Movie was such a dog-log that there is no chance that the game will be used as the basis for another major theatrical motion picture in the foreseeable future. That means there is little chance for a TV movie introducing a series. No name draw after the film fiasco, and no game

based series has made money, so no D&D production.

If the upcoming D&D CRPGs do very very well, and/or the D&D MMPORPG coming from Atari in 2005 is a smash, then there might be some renewed interest. Otherwise, the property is gornished for theatrical release or TV.

Cheers,
Gary

Col_Pladoh

Thursday, 24th July, 2003, 04:05 PM

Quote:

Originally posted by Flexor the Mighty!
Hello Gary, hope you and your family are well.

Howdy Flexor!

Thanks, and yes, we are all fine. This weekend all six of my children and all six of my grandchildren too are likely to be here for a family get-together and cook-out. First time that'll ever have happened;)

Quote:

I just wanted to say how much I enjoyed the Gord the Rogue series. I just finished "Dance of Demons" and it was a blast. Reading these books has given me a new take on how demons and celestials act. The rigid dogma and inflexible attitudes of the Solars they encountered was interesting. No turn the other cheek attitude there.

Heh, and the alignments as defined in OAD&D are fairly narrow, and as I mentioned earlier, Lawful good is LAWFUL first, that being the qualifier of Good. The Biblical example in the Hebrew Scriptures of the Mosaic is a good guideline as to how the LG ethos operates.

Quote:

Reading about Graz'zt, Zugtmoy, Demogorgon and all the major demons was quite a thrill as they were one of the things that caught my eye when browsing the MM back in 1983, which led to me starting gaming. The ending was cool, was that your way of "washing" your hands of the setting? I kind of think that if you had just left off after the final fight between Gord and "T" it would have been better. But I'm a sucker for a "Good guy gets screwed", Stephen King style ending.

When I penned the Gord yarns I was not attempting literary excellence but rather seeking to convey the action and adventure imagined in the play of AD&D...as set in the World of Greyhawk. i confess i had a lot of fun writing the material too;)

When T&R started messing around with the setting, I did indeed decide to let them know what I thought of that, wrote the conclusion to the series that I did to put a point on it. Of course I did leave it sufficiently vague to allow for a return of a parallel WoG if relations ever improved. Then came the changes to the setting that made it virtually impossible to ever restore the original setting. Such is creative life.

Quote:

Anyway on to "Night Arrant" and I eagerly await the graphic novels. Bravo on the quality storytelling.

There is a delay of the graphic novel until December, this due to problems with illustrators and inkers, i am told. The initial series will cover SAGE OF OLD CITY with parts of CITY OF HAWKS thrown in, then the second book will be ARTIFACT OF EVIL, again with additions from CoH to round it out more fully. given the success of those two, the other novels will then be treated graphically, and likely some new material added.

BTW, I had the most fun writing the short stories in NIGHT ARRANT, as creating good short stories is a challenge more demanding than writing a whole novel.

Cheers,
Gary

BOZ

Thursday, 24th July, 2003, 08:37 PM

Quote:

Originally posted by Col_Pladoh
[B]The D&D Movie was such a dog-log

someone really needs to use this as a sig quote. :D

Col_Pladoh

Thursday, 24th July, 2003, 10:55 PM

Heh, Boz...

How about this? "The D&D Movie fell out of the rear end of a horse."

:eek:

Gary

Melan

Thursday, 24th July, 2003, 11:55 PM

Salutations!

Angrypossum's query about the healing potion got me thinking bout another main element of the game: turning undead. Do I recall correctly that you later regretted the inclusion of this ability in the game? If you redid OD&D for its new comeback (red, velvet-covered box, leatherbound booklets and all), how would you approach the class? Or, for that matter, other classes? Would you change them at all?

ColonelHardisson

Friday, 25th July, 2003, 12:28 AM

Hey Gary, I just noticed in the latest Previews that the setting for Lejendary Adventures is being released for d20 also. I think that's actually a cool idea, since it could help fans of either system get a glimpse into the other system. Now, if only we could see Epic of Aerth rereleased as a d20 setting... ;)

Anyway, I was wondering if you could give us a rundown, a synopsis, if you will, of what the setting is like.

Col_Pladoh

Friday, 25th July, 2003, 01:46 PM

Quote:

Originally posted by Melan
Salutations!

Angrypossum's query about the healing potion got me thinking bout another main element of the game: turning undead. Do I recall correctly that you later regretted the inclusion of this ability in the game? If you redid OD&D for its new comeback (red, velvet-covered box, leatherbound booklets and all), how would you approach the class? Or, for that matter, other classes? Would you change them at all?

Considering how potent I made undead, I wouldn't really change much in regards the clerical turning of them. I might put strictures on the alignment of the undead as opposed to the cleric, the tables used igrinally being for the diametrically opposed--LE-CG, NE-NG, and CE-LG.

Actually, not being much given to pointless specualtion, I have never sat down and contemplated in serious manner what changes I would make in OAD&D were I about to revise it. too many real creative things to do;) Back in 1984 I was gearing up to do a revision, made notes that T\$R had and didn't follow. Most of that I have forgotten now, what with so many other creative works envisaged and written.

Cheers,
Gary

Col_Pladoh

Friday, 25th July, 2003, 01:53 PM

Quote:

Originally posted by ColonelHardisson

Hey Gary, I just noticed in the latest Previews that the setting for Lejendary Adventures is being released for d20 also. I think that's actually a cool idea, since it could help fans of either system get a glimpse into the other system. Now, if only we could see Epic of Aerth rereleased as a d20 setting... ;)

Anyway, I was wondering if you could give us a rundown, a synopsis, if you will, of what the setting is like.

Stone a Crow!

I haven't seen that announcement, so I am at a loss.

Of course the format of the LE world setting is really system neutral, contains no rules and only a little LA game-specific material (history), being mainly just geographical, economic, and political information along with adventure hooks that would fin almost any FRPG. In effect it is accurate that the world setting could be used with D&D, but the books don't contain any d20 material or any direct LA game material either...

So I suppose I should check out the preview :eek:

Cheers,
Gary

ColonelHardisson

Friday, 25th July, 2003, 02:28 PM

Quote:

Originally posted by Col_Pladoh

Stone a Crow!

I haven't seen that announcement, so I am at a loss.

Of course the format of the LE world setting is really system neutral, contains no rules and only a little LA game-specific material (history), being mainly just geographical, economic, and political information along with adventure hooks that would fin almost any FRPG. In effect it is accurate that the world setting could be used with D&D, but the books don't contain any d20 material or any direct LA game material either...

So I suppose I should check out the preview :eek:

**Cheers,
Gary**

I double-checked to make sure. If you want to see what I read, it's in the August, 2003 issue (vol. XIII, #8), p. 506. I'll quote the entry:

Quote:

Legendary Adventure: Noble Kings and Dark Lands

This d20 sourcebook introduces the dark and fabled history of the continents of Varan and Apphir, detailing its geography, ecology, and sociology. Also included are hundreds of springboards for adventures including myths, legends, treasures, and tales of local horrors and notable hazards. Scheduled to ship in September 2003.

Hey, I still think it's a good idea, either way...

Col_Pladoh

Friday, 25th July, 2003, 02:47 PM

Salutations!

The claim to being a d20 sourcebook doesn't fit, as the work will not have the requisite amount of d20 content to come up to license requirements. Otherwise the blurb is accurate.

I don't know who posted that information, and I do hope that the assertion of d20 doesn't land them in trouble... for that matter, I don't want any D&D fans picking it up and being disappointed by its lack of actual d20 material, LA gamers know that the setting is rules neutral;)

Cheers,
Gary

Zerakon

Friday, 25th July, 2003, 03:24 PM

Hello Gary,

Thanks for these awesome threads (I just joined the boards recently and I still have to go back and read the first Q&A session), and heck thanks for inventing RPGs! I've been very isolated for the past couple years and recently met a friend and started an RPG game -- the social, fun aspect of which has been one of the assisting factors in lifting me out of a bout of depression. We've been playing D&D, but I did buy Legendary Adventures a while back and next trip I take to visit my parents I'm going to dig up my LA books.

As for a question, I have a silly one that you should feel free to ignore :D Can you give me a plot twist? My group is about to enter a Troglodyte Temple (to recover and destroy an item that will break the spell that has turned a villager into a rampaging Shambling Swamp Beast). When the party gets into the temple, they are surprised by the fact that <blank>?

It would be so great to tell the guys that part of the adventure (however small) was personally crafted by you!

Also, have you recently written any adventure modules? I'm just recently getting back into RPGs so I'm kind of clueless...

-- Zerakon the Game Mage

Col_Pladoh

Friday, 25th July, 2003, 04:47 PM

Hi Zerakon:)

To get a speedy take on how the LA game system operates, go on over to www.lejendary.com and download the free pdf there, LA Game Quickstart. It is a complete, self-contained adventure that needs no other LA game material to GM and play--pre-gen Avatars for six players are included.

Thanks for the compliment about adding something to your campaign, and your post came when I am in the midst of compiling supplemental material for the LA game, getting it organized and into shape for publication as a book, so my mind is rather stifled in regards to creative additions to an adventure :rolleyes:

The trogs must have a master, and maybe it's their "priestess," a hag of some sort. Their place is likely near water, a marsh of the like, as indicated by your mention of the villager being transformed into a swamp beast. If that fits, perhaps the hag is planning on changing a number of men into such creatures to form a sort of harem for herself. Of course she'll then aim at the PCs for the same reason, wishing to make one or more into "handsome consorts" for her when she returns to her native habitat. The trick will be to convince the trogs that the hag is duping them, not really helping them at all, save to endanger the trog community by her antics. That's off the top of my head FWIW.

Anyway, I have done a fairly recent dual d20/LA game system module, THE HERMIT, that is available from Troll Lord Games. The Trolls are now in process of editing and laying out a vast super-module I've written, THE HALL OF MANY PANES. that will likely be a boxed product with two large books in it, as the adventure will take about a year of normal play to complete. It is also slated for dual system presentation.

Cheers,
Gary

Zerakon

Friday, 25th July, 2003, 05:59 PM

Quote:

Originally posted by Col_Pladoh

To get a speedy take on how the LA game system operates, go on over to www.lejendary.com and download the free pdf there, LA

Game Quickstart. It is a complete, self-contained adventure that needs no other LA game material to GM and play--pre-gen Avatars for six players are included.

Got it, printing out now. :)

Quote:

The targs must have a master...

Awesome, thanks so much!

Quote:

Anyway, I have done a fairly recent dual d20/LA game system module, THE HERMIT, that is available from Troll Lord Games. The Trolls are now in process of editing and laying out a vast super-module I've written, THE HALL OF MANY PANES. that will likely be a boxed product with two large books in it, as the adventure will take about a year of normal play to complete. It is also slated for dual system presentation.

Wow, a year! According to some of the folks around here, that's how long a full-fledged campaign lasts, taking the party from low-levels to high levels. I've always been more of a fan of never-ending campaigns, retiring characters after they reach somewhat mid-to-high levels and starting over with different low-level characters. I like gritty stuff rather than the epic stuff. I guess can make a question out of this...

During D&D's genesis, did you envision people mostly playing it as a "never-ending" sort of thing with a series of mostly unrelated adventures strung together, or was the idea of discrete campaigns (Example of what I mean by discrete campaign: "OK guys, create 5th level characters, they are going to start in this Kingdom and the campaign will last about 6 months or as long as it takes you to overthrow the evil Overlord.") a concept well-known to you and the other folks producing the game? When I started playing, it was first all about going through various modules, and we'd take PCs that hadn't met each other and we wouldn't care... then in the late 80s it became more of a campaign focus. Both ways can be fun of course, I guess I wonder if the latter type of play evolved or was pretty much there from the beginning?

Many thanks and may you enjoy a very happy birthday!

-- Zerakon the Game Mage

Col_Pladoh

Friday, 25th July, 2003, 07:44 PM

Quote:

Originally posted by Zerakon

...

During D&D's genesis, did you envision people mostly playing it as a "never-ending" sort of thing with a series of mostly unrelated adventures strung together, ...

Many thanks and may you enjoy a very happy birthday!

-- Zerakon the Game Mage

Indeed, i assumed no campaign with an end but connected episodes, with occasional sagas such as the G and D series of adventures.

When PCs got to around 15th level they were generally retired, went only on special adventures. (Even given that, Mordenkainen took enough of those to get into the 20s, although his general retirement was at 18th level, when he could finally use 9th level spells!)

Appreciate the birthday wishes:)

Cheers,
Gary

jokamachi

Saturday, 26th July, 2003, 01:23 PM

Hi Gary,

I know your plate is full of late but I'm curious to know if you're still considering publishing Zagyg's Castle in all its multi-leveled glory. If so, have you decided to go it alone or have you found someone with whom to collaborate?

Sincerely,

Jokamachi

P.S. Looking forward to the Hall of Many Panes!

Col_Pladoh

Saturday, 26th July, 2003, 02:00 PM

Quote:

Originally posted by jokamachi

Hi Gary,

I know your plate is full of late but I'm curious to know if you're still considering publishing Zagyg's Castle in all its multi-leveled glory. If so, have you decided to go it alone or have you found someone with whom to collaborate?

Sincerely,

Jokamachi

P.S. Looking forward to the Hall of Many Panes!

Ho There!

Not only is my plate full, but I'd like to cut back on my working hours so as to have a bit more leisure time now that I am officially an Old Fart as of tomorrow :eek: Working 60 or more hours a week gets to be a bit of a bore at times.

Anyway, kvetching aside, there is no way I will tackle the whole Zagig's Castle project without the assistance of someone who played in it a lot, better still someone who also co-DMed it after playing a lot. That would be Rob Kuntz. Unfortunately, Rob has been incommunicado for several months.

The whole project will take about four man-years to complete, so with Rob to co-design that means two years each spent on the development. That's about the max I want to spend on it.

I think I can get a good generic rules system to use as the basis, and finding a publisher willing to go with a major non-d20 campaign module in multi installments shouldn't be impossible. As of now, though, the project is in limbo until Rob re-surfaces and if and when he does we'll then have to see if all the ducks can be set in a proper row :rolleyes:

Cheers,
Gary



Gary Gygax Q&A, Part IV

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Wolverin

Sunday, 27th July, 2003, 07:04 AM

Quote:

Originally posted by Col_Pladoh

I think I can get a good generic rules system to use as the basis, and finding a publisher willing to go with a major non-d20 campaign module in multi installments shouldn't be impossible. As of now, though, the project is in limbo until Rob re-surfaces and if and when he does we'll then have to see if all the ducks can be set in a proper row :rolleyes:

Unlikely as it may be, I hope you can work it out eventually.

While I'm at it, happy birthday and good luck with the Bears this season, but not to much, I need to save some for the Eagles (I have a bad feeling).

Phebius

Sunday, 27th July, 2003, 02:53 PM

Happy birthday, Gary!

Best wishes to you and hopes for many more.

I'll buy ya a pack of Camels and give them to you at the Gamefest next weekend. But it's also my fiance's birthday today so I'm going to concentrate on that one. :D

Nathal

Sunday, 27th July, 2003, 07:35 PM

Quote:

Originally posted by Col_Pladoh

In all I believe that the long term result of this is indeed likely to affect the D&D game adversely. Only time will tell, but the advent of 3.5E so soon after 3E seems to bear out what I envisage.

I believe that a wise gamer, in order to preserve his sanity, ought to downplay the importance of new editions, and especially the constant onslaught of errata. I would suggest to any GM that he read his books carefully, make what changes seem appropriate to him and his players, and leave the "official" errata well enough alone. Or at least---and this is the real point---don't become a slave to such errata and "official updates". When a new edition comes along, buy it if it seems an improvement (and if you happen to have the cash), but don't feel compelled. That's not to suggest that one *shouldn't* buy what appears interesting. Of course, the temptation to buy the latest thing is strong in one who has the heart of a collector. Heck, I should know...the number of products I have bought and never incorporated into my games is somewhat embarrassing to admit.

If you are heavily involved in tournament play or a D20 publisher, then I'd say you are ensnared in Wizard's web, forced to buy or study new product and rules when new editions arrive. In that case, thank goodness for the OGL and all of the free rules info posted on the web.

If you are like Gary, (in his own words) "...getting too old to want to have to deal with a heap o' rules amid the steaming heap o' rules lawyers who go with them," then buy and play Lejendary Adventure. It's a great game for experienced players who are tired of dealing with reams of rules and updates. The only warning is that it is not a game for rules lawyers or people obsessed with 'realistic' battle simulation.

grodog

Monday, 28th July, 2003, 05:35 AM

Hola Gary---

San Diego Comic Con was a couple of weeks ago. IIRC, you were planning to make some announcements there about some new book deals; did they ever materialize?

satori01

Monday, 28th July, 2003, 07:44 AM

Quote:

Originally posted by Col_Pladoh

There is often player pressure to add complexities and complications to rules and systems, such additions being urged in areas that the players like and believe to be critical to enjoyment of the game. I did that for some writing in OAD&D and regretted it considerably thereafter--mainly weapons vs. armor types and psionics.

I would have been better advised to have explained alignment more carefully, stressing that it was mainly for the DM to use in judging

a PCS actions, and not something that should ever be discussed in character unless with clerics or in a debate of morals and ethics, mainly philosophical. Actions should speak for alignment, and a player should have his PC perform according to the alignment chosen without speaking of it.

Gary, I am floored by the courage inherent in that statement,(I shouldnt be given your integrity on display though out the years,)but I find it a statment alas that is all too rarely made by individuals in creative ventures.

Even worse, it seems few individuals in today's coporatate creative world are given the chance to mature in their craft to be able to make such a statement, specificaly given what seemed to be WOTC purging of "veteran" designers, and the emphasis on the "NEW" being a paramount virtue in our world.

It is all to easily to fall into the trap of equating expanding rules complexity with game depth, only to realize that more dice roling or rules doesnt lead to more soul in the game. I certainly went through a period in my halcyon youth of gaming where I created an ever expanding number of house rules to put my own imprint onto my game.

I think you perfectly described a role playing truism learned though the harsh coin of aging, that rules dont make a game better, thoughtful and intelligent participation does. If you dont like your game, dont change the rules enmase, redefine and re examine the aspects of playing the rules should describe.

MerricB

Thursday, 31st July, 2003, 04:33 AM

G'day Gary!

Did you have a nice birthday? :)

The ENworld "Happy Birthday Gary!" thread can be found [here](#).

Cheers!

Hadit

Friday, 15th August, 2003, 07:28 AM

Hello Gary!
I hope all is well!

I've just come from Dragonfoot where the torch burns as strong as ever for good ole' 1E D&D! (Huzzah!)
A question though... and a hypothetical one at that (which I know you have distaste for... sorry).
If original D&D had remained within your control over these long years, do you imagine that it's future incarnation would be as different in mechanics as LA is now?
In other words, would you have stayed with the original template or do you think such drastic evolution is inevitable?
(The wake of 3.5E brings up such meandering queries...)

I hope your birthday was a hoot and the Armagnac was exquisite!

Take care, Duglas

slaughterj

Friday, 15th August, 2003, 04:09 PM

Quick question(s) for double G:

What was the origin of the beholder? Any basis in mythology, etc.? Nothing more than a beast made from the saying "in the eye of the beholder..."?

BOZ

Sunday, 17th August, 2003, 05:20 AM

hey gary, wish me well! i'm finally taking [the plunge](#)! :D

boschdevil

Sunday, 17th August, 2003, 01:30 PM

Gary,

Here's hoping that your family get-together and your birthday were both a blast.

As for my question, in this month's *Dungeon* magazine, they have an adventure that reminded me of "The Shrine of the Kuo-Toa". Thus, what was the motivation for the development of the Kuo-Toa? And how did you come up with the name Bliibdoolpoolp? Thanks.

Col_Pladoh

Sunday, 17th August, 2003, 03:06 PM

Not Been Paying Attention...

Cheers,

This thread has suffered my neglect because of first loafing after my birthday, then getting inspired by the creative muse and working on a new module project. Anyway...

Quote:

Originally posted by grodog
Hola Gary---

San Diego Comic Con was a couple of weeks ago. IIRC, you were planning to make some announcements there about some new book deals; did they ever materialize?

Ah, the blasted Gord the Rogue graphic novel project. It was to have premiered last winter, then this summer at the Chicago Comic Con, but the publisher informs me that continued difficulties with illustrators and inkers have delayed the launch yet again.

The latest word I have is a December announcement for the series. It is to be hoped that the date will not again be changed!

Cheers,
Gary

Col_Pladoh

Sunday, 17th August, 2003, 03:30 PM

Quote:

Originally posted by satori01

Gary, I am floored by the courage inherent in that statement,(I shouldn't be given your integrity on display though out the years,)but I find it a statement alas that is all too rarely made by individuals in creative ventures.

Hi Satori01:)

Thanks for your good words. Over the many years of being active in gaming I suppose I have become even more prone to speak my mind. I just hope I can always recognize when I was off base, say so when that's the case and stand corrected.

Quote:

Even worse, it seems few individuals in today's corporate creative world are given the chance to mature in their craft to be able to make such a statement, specifically given what seemed to be WOTC purging of "veteran" designers, and the emphasis on the "NEW" being a paramount virtue in our world.

Well, what can one say to that, particularly in light of the fact that WotC and other publishers too are going back to remake the "old," and not a single new system has enjoyed the success that OAD&D had. That game was by no means perfect, nor were the modules for it, but they seem to have withstood the test of time much better than the "new school" material for "mature and sophisticated" players.

All that really underscores is that a love of a role-playing game and a desire to make it as much fun, provide great entertainment, are the most important things in design. Those are the factors that impress the gamers. No "art" or desire to make a "cutting edge" game that shows off the author's "creative virtuosity" (at the expense of play enjoyment) will cut the proverbial mustard.

Learning to recognize errors, admit them, and thus grow creatively is something that has to happen to the competent designer, for Lord knows we all make mistakes!

Quote:

It is all too easily to fall into the trap of equating expanding rules complexity with game depth, only to realize that more dice rolling or rules doesn't lead to more soul in the game. I certainly went through a period in my halcyon youth of gaming where I created an ever expanding number of house rules to put my own imprint onto my game.

I do believe that every gamer with an iota of creativity does that very thing. I had four pages of rules additions to the original Avalon Hill GETTYSBURG boardgame after playing it for just a few months time. After a while we just tossed them aside, for they added nothing but complications, didn't change the play, and brought no more enjoyment to the game. However, the exercise did teach me a number of the basics of game design. so the effort wasn't wasted.

Quote:

I think you perfectly described a role playing truism learned though the harsh coin of aging, that rules don't make a game better, thoughtful and intelligent participation does. If you don't like your game, don't change the rules en masse, redefine and re examine the aspects of playing the rules should describe.

Thanks, and I agree. If that approach doesn't do the trick, find a new game where your thinking meshes better with the systems presented therein. When all is said and done, playing a game is about fun, enjoying the experience with a group of fellows. Whatever provides the vehicle for such entertainment is right for those concerned. That applies even if the game is packed with rules, more of them created as in-house material. the only problem with that sort of game is the audience for it will be small, and if the core group disintegrates the campaign is likely to end, and never be revived...

Cheers,
Gary

Col_Pladoh

Sunday, 17th August, 2003, 03:34 PM

Quote:

Originally posted by MerricB

G'day Gary!

Did you have a nice birthday? :)

The ENworld "Happy Birthday Gary!" thread can be found [here](#).

Cheers!

Hoi Merric!

Thanks for the special thread. I've been there and posted a brief response. That was a most touching series of good wishes, and it made me want to have a great big party for all that sent along their kind thoughts and congratulations;)

Cheers,
Gary

Col_Pladoh

Sunday, 17th August, 2003, 03:46 PM

Quote:

Originally posted by Hadit

Hello Gary!

I hope all is well!

I've just come from Dragonfoot where the torch burns as strong as ever for good ole' 1E D&D! (Huzzah!)

A question though... and a hypothetical one at that (which I know you have distaste for... sorry).

That's it! I've HADIT!!!

:D

Quote:

If original D&D had remained within your control over these long years, do you imagine that it's future incarnation would be as different in mechanics as LA is now?

In other words, would you have stayed with the original template or do you think such drastic evolution is inevitable?

(The wake of 3.5E brings up such meandering queries...)

I intended to revise OAD&D, but not into one that grafted skill-based play onto a class based vehicle. I think that brings the worst of both system types. In the long term I don't think I'd have made many changes in the AD&D game, only those necessary to allow the core rules to apply to more genres.

I am writing some adventure material now for what is essentially AD&D-type adventuring, and I must confess it is a lot more difficult for me to do so creatively than it is when I am using the LA game system--the Orders and Abilities therein make it so much easier to define non-player types that aren't of the adventuring sort. I know that new D&D has added whole rafts of character classes for NPCs to deal with this problem, but that seems hoaky somehow to me. How I would have dealt with the matter were I in control of the D&D game is something I haven't reconciled in my mind--mainly because it isn't my worry these days;)

Quote:

I hope your birthday was a hoot and the Armagnac was exquisite!

Take care, Douglas

It was a great weekend indeed! One of my good friends said upon tasting that ancient Armagnac, "If this was mine I'd keep it under lock and key, drink it only when alone so as to not to have to share!"

Cheers,
Gary

Col_Pladoh

Sunday, 17th August, 2003, 03:49 PM

Quote:

Originally posted by slaughterj

Quick question(s) for double G:

What was the origin of the beholder? Any basis in mythology, etc.? Nothing more than a beast made from the saying "in the eye of the beholder..."?

Heh!

I can't take credit for the critter in question, as great a monster as it is. Terry Kuntz came up with the beholder after he had been playing in my campaign for about two months. Where he got the idea I have no idea, but I latched onto it immediately, and with his kind permission made it an integral creature in the D&D roster of ugly customers to encounter :rolleyes:

Cheers,
Gary

Col_Pladoh

Sunday, 17th August, 2003, 04:08 PM

Quote:

Originally posted by BOZ
hey gary, wish me well! i'm finally taking [the plunge](#)! :D

Heh, Boz...

Check the thread for my comment. Oh, wait! I forgot to wish you two the blessing of a passle of young'uns. So maybe 2d6 worth is in order?

Ciao,
Gary

Col_Pladoh

Sunday, 17th August, 2003, 04:22 PM

Quote:

Originally posted by boschdevil
Gary,

Here's hoping that your family get-together and your birthday were both a blast.

As for my question, in this month's Dungeon magazine, they have an adventure that reminded me of "The Shrine of the Kuo-Toa". Thus, what was the motivation for the development of the Kuo-Toa? And how did you come up with the name Blibdoolpoolp? Thanks.

Howdy Boschdevil,

The whole weekend was great, thanks.

When I got to ruminating on the inhabitants of the Underdark, the Drow were the main human-types I came up with to compliment the Illithids. Not wanting to have a lot of repetition in encounters, it seemed that some picean race would be novel and fit relatively well into the setting. I envisaged large communities of the Kuo-toa wherever there was underground water, expecially in the Sunless Sea environs.

Blibdoolpoolp was an onomatopoeic name I came up with for a lobstress deity of theirs. The sound is to call to mind the sound of large drops of water falling into a pool, and splashing in general;)

Cheers,
Gary

BOZ

Sunday, 17th August, 2003, 04:31 PM

Quote:

Originally posted by Col_Pladoh
Oh, wait! I forgot to wish you two the blessing of a passle of young'uns. So maybe 2d6 worth is in order?

:eek:

here's hoping for a low roll... ;)

Col_Pladoh

Sunday, 17th August, 2003, 05:05 PM

Quote:

Originally posted by BOZ

:eek:

here's hoping for a low roll... ;)

But Boz...

Boxcars would mean you have a flock of kinder to help with farm chores :eek:

Heh,
Gary

P.S. Truth to tell, the chap for whom I worked now and then as a farm hand when I was in my early teens had about nine children, and he and his wife adopted several more. They really loved kids, and having extra hands to do work on the place was a plus despite tyhe cost of clothing and feeding them. Breakfast there was a gallon of milk, a couple of loaves of bread toasted and buttered, and as much oatmeal as one could eat. Eggs on Sunday--they didn't have that many laying hens--and at supper lots of pot roast with potatoes and veggies.

Flexor the Mighty!

Sunday, 17th August, 2003, 05:28 PM

Hello Gary. Hope you are having a relaxing Sunday afternoon.

I've wanted to ask you about the 1e combat system. Sorry if this has been asked before but I can't search the threads until I pony up and

become a member. Anyway, since you said you didn't like weapon speeds did you reduce battles to

1. Roll d6 for initiative.
2. winning side rolls attacks and spells. Spells, then missiles, then melee. Charging against set weapons would give the opponent an attack first.
3. losing side rolls attacks and spells.

Did all spells get announced first at the start of the round?

Do you think being able to increase an ability score every few levels, or going the Hackmaster route and putting a percentile score on every ability and adding each level, is bad in the 1e system? I'd have any racial max in place to cap it of course.

Col_Pladoh

Sunday, 17th August, 2003, 05:56 PM

Hi Flex' :)

Quote:

*Originally posted by Flexor the Mighty!***Hello Gary. Hope you are having a relaxing Sunday afternoon.****I've wanted to ask you about the 1e combat system. Sorry if this has been asked before but I can't search the threads until I pony up and become a member. Anyway, since you said you didn't like weapon speeds did you reduce battles to****1. Roll d6 for initiative.****2. winning side rolls attacks and spells. Spells, then missiles, then melee. Charging against set weapons would give the opponent an attack first.****3. losing side rolls attacks and spells.****Did all spells get announced first at the start of the round?**

Whoosh! That's a big chunk of stuff to chew on...

We usually managed combat thus:

1. Roll d6 for initiative, low score going first.

2. Weapons attacks and spells with a segment cost of 1

3. Spells with more than 1 segment time involved add 1 pip to the initiative roll per segment, so 2 adds 1, 3 adds 2, and so on. A 6-segment-long spell adding 5 meant that at best it would happen simultaneously with the opponents actions who had rolled a 6 on initiative.

4. Moving into combat range against a longer weapon gave the opponent first attack.

5. Simultaneous attacks occurred together where adjusted initiative was the same for both sides.

Quote:

Do you think being able to increase an ability score every few levels, or going the Hackmaster route and putting a percentile score on every ability and adding each level, is bad in the 1e system? I'd have any racial max in place to cap it of course.

Actually, I haven't given that any thought, tested the idea in play, so I can't comment intelligently. I can state that the LA game system used d% checks for all skill checks based on an Ability, but adding to the base score is up to the individual playing the Avatar, additions purchased with Merits gained by the character in game play. This works very well so far--about seven years of play-testing now :eek:

Cheers,
Gary

BOZ

Monday, 25th August, 2003, 06:30 PM

Quote:

*Originally posted by Col_Pladoh***But Boz...****Boxcars would mean you have a flock of kinder to help with farm chores :eek:**

Heh,
Gary

hey, there's an idea... free labor! :D actually, my dad came from a town in upstate new york where that was standard practice. the tradition was broken during his father's generation though, as most of the farms got sold off to developers.

Col_Pladoh

Monday, 25th August, 2003, 07:44 PM

Quote:

*Originally posted by BOZ***hey, there's an idea... free labor! :D actually, my dad came from a town in upstate new york where that was standard practice. the tradition was broken during his father's generation though, as most of the farms got sold off to developers.**

Indeed, Boz!

The same was true hereabouts in Wisconsin. Nowadays the small family farms are mostly sold off to large corporate operations, while those near to the Milwaukee-Lake Geneva corridor are indeed meat for developers. Land in this area is really booming, and urban sprawl is everywhere around:(

Cheers,
Gary

solomanii

Monday, 1st September, 2003, 12:25 AM

Ok after 2 weeks of reading the first 2 threads I finally finished .. and then realised there were 2 more! Anyway I decided to ask my questions before finishing the last two threads (probably another 2 weeks). Here are my questions;

What is the ancestry of your name? I always thought it was an odd name (no offence, mine is even stranger) from the first day my parents gave me the red box as a b'day present.

I loved the D&D cartoon as a kid, any idea if this is available in any form? Was it ever released on VHS? or some other format?

Why do you list product names in UPPER CASE?

How is your relationship with WOTC?

I noticed you like wargames, in particular WWII. Have you every played World in Flames?

Did you ever get a chance to see the Alternity rules from TSR/WOTC? They are fairly rules light/skill package system with options to make them heavier if the players wanted. They continuously reinforced the fact through the GM guide that the game is in the hands of the GM to do what they want in terms of game mechanics.

Did you ever get to read over the Planescape setting? What did you think of it? Personally it is one of my favourites.

As mentioned I stopped buying Dragon a while back but would like to read your "Up on a Soapbox" columns people have mentioned. Are these available on the web somewhere? Or if they are not too old to back-order, what were the Dragon issues they appeared in?

I will be living a childhood dream next year (2004) and finally going to GenCon. Any chance of seeing you there?

Finally, I cant seem to find the Hall of Many Panes you have mentioned a few times at Amazon.com. Not even as a pre-order. What is the ETA for this game?

The Dungeonland and Vault of the Drow adventures are two of my all time favourite modules. Because of the Vault module I DM'd way back when (mid 80's?) my players (all over 30 now) still shudder when they confront any sort of Drow. I remember colouring in the various pictures of Eclvarda (sp?) to spice up the pictures to show my players. I still have a scan of it somewhere.

So even thou I disagree with a lot of the stuff you say (non-RPG related) I thank you for the main hobby that has occupied and enriched a chunk of my life.

Thanks for your time

Michael

JohnRTroy

Wednesday, 3rd September, 2003, 01:35 PM

A Message from Gary Below...please take note:

It seems that the server for this website has again decided that Col_Pladoh does not exist. I san not log on with the new password Morrur supplied when the first incident of rejection occurred. Not only can't I not log on, but I can't register a new name, as the computer says the email address is not correct, and gives me notice I have to try to register again later.

Anyway, I reported the recurrence of the problem to Morrur a couple of days ago, and I am now awaiting some assistance. Sorry, and I'll respond to questions as soon as I am able to post here again.

solomanii

Wednesday, 3rd September, 2003, 02:08 PM

I had the same problem. Delete all your temporary files and cookies. Its a pain, but it worked for me.

solomanii

Wednesday, 3rd September, 2003, 02:15 PM

Also, I always thought that the Red Box D&D (Basic, and then Expert, Companion etc) predated the 1e AD&D. But looking at the copyrights of my Red Box (1983) and the PHB 1e (1978) it seems AD&D 1e predates basic AD&D.

So which came first? Is my box just a re-print of the original D&D released pre-1978?

Clangador

Wednesday, 3rd September, 2003, 05:07 PM

Quote:

*Originally Posted by **solomanii***

Also, I always thought that the Red Box D&D (Basic, and then Expert, Companion etc) predated the 1e AD&D. But looking at the copyrights of my Red Box (1983) and the PHB 1e (1978) it seems AD&D 1e predates basic AD&D.

So which came first? Is my box just a re-print of the original D&D released pre-1978?

No. The original Basic D&D was a blue soft-cover book with a Dragon on the front w/ a wizard and warrior facing it. You can go here "<http://www.acaeum.com/DDIndexes/SetPages/Basic.html>" for more information on the basic sets. :D

Joseph Elric Smith

Wednesday, 3rd September, 2003, 05:31 PM

Quote:

*Originally Posted by **Clangador***

No. The original Basic D&D was a blue soft-cover book with a Dragon on the front w/ a wizard and warrior facing it. You can go here "<http://www.acaeum.com/DDIndexes/SetPages/Basic.html>" for more information on the basic sets. :D

Damn my boxed set of little books that I had Gary sign, seems they aren't the basic D&D. though I always enjoy the wood grain with the white paper stuck on for a cover.

ken

solomanii

Wednesday, 3rd September, 2003, 11:03 PM

Quote:

*Originally Posted by **Clangador***

No. The original Basic D&D was a blue soft-cover book with a Dragon on the front w/ a wizard and warrior facing it. You can go here "<http://www.acaeum.com/DDIndexes/SetPages/Basic.html>" for more information on the basic sets. :D

Ahh I see. So I have the 13th reprinting. But the actual content was originally done by GG and it predates AD&D?

Essentially is D&D (Basic) 1st printing the game that started it all?

ScottGLXIX

Wednesday, 3rd September, 2003, 11:40 PM

Quote:

*Originally Posted by **solomanii***

Ahh I see. So I have the 13th reprinting. But the actual content was originally done by GG and it predates AD&D?

Essentially is D&D (Basic) 1st printing the game that started it all?

No, first there was just Dungeons & Dragons. It was a box set with three booklets. Five supplements were released to support it. When AD&D was released, D&D became Basic D&D. AD&D added a lot more detail to the rules. Basic D&D was then redone several times, but it has stayed closer to the original, rules-light box set than AD&D.

Scott

solomanii

Thursday, 4th September, 2003, 11:19 AM

Quote:

*Originally Posted by **Clangador***

"<http://www.acaeum.com/DDIndexes/SetPages/Basic.html>"

What a great website, that cleared up a lot of misunderstanding. Thanks. To get back on topic a two more questions for Garry.

1) Did you roll random hit points for all your players from level 1? I tended to either give max hp every level or max first level plus an average hitpoint at every other level on bad rolls. Just curious how you ran your games in this.

2) The Fighter, where did the name come from? Seems strange since a fighter implies a ring (boxer) in my mind. I wonder why you didn't go with Warrior or Hero or some such.

BrooklynKnight

Thursday, 4th September, 2003, 02:53 PM

hi Gary.

I was wondering, do you own any weapons?

knives, swords, flails, etc.

snarfoogle

Saturday, 13th September, 2003, 02:21 AM

Hi, Gary.

I just wanted to know, how'd you come up with the Grell? I've seen a Grell in a CRPG, and I didn't know if they took it from you and D&D or you both got it from the same source.

Quote:

Originally Posted by **ArthurQ**

hi Gary.

I was wondering, do you own any weapons?

knives, swords, flails, etc.

Heh. "Here, take my +1 mace!"

Thanks,
Snarfoogle

fusangite

Saturday, 13th September, 2003, 04:49 AM

Gary,

I'm curious: in your vision of D&D, do all the various species of monsters in the Fiend Folio, Monster Manual, etc. all exist concurrently in the same world or was it expected that most campaign worlds would have a subset of these?

grodog

Sunday, 21st September, 2003, 11:23 PM

1974 TSR product: Warriors of Mars

Hi Gary---

Do you recall how many copies of Warriors of Mars were printed and sold, and whether or not there was a "recall" as a recent eBay seller seemed to imply:

Quote:

Here is a real rarity for collectors of early D&D or RPG games! While not a true RPG, Warriors of Mars represents the flip side of Dungeons and Dragons. Both rule sets were published in 1974, with Gary Gygax as lead author. The book is a real rarity today. The copyright holders of Edgar Rice Burroughs work forced Tactical Studies Rules to stop publication, so it went out of print very quickly. The book is in near mint condition, probably unused.

To view images for the curious, see
[http://cgi.ebay.com/ws/eBayISAPI.dll...tem=3145950195](http://cgi.ebay.com/ws/eBayISAPI.dll?...tem=3145950195)

ColonelHardisson

Monday, 22nd September, 2003, 12:31 AM

I think somebody needs to help Gary get logged in; check John Troy's message from September 3 above (and solomanii's subsequent reply). It's been a month of Sundays since he's been around, or at least it feels that way.

Joseph Elric Smith

Monday, 22nd September, 2003, 04:18 PM

OMG some one paid 199.00 to buy it too.
ken

Quote:

Originally Posted by **grodog**

Hi Gary---

Do you recall how many copies of Warriors of Mars were printed and sold, and whether or not there was a "recall" as a recent eBay seller seemed to imply:

To view images for the curious, see
<http://cgi.ebay.com/ws/eBayISAPI.dll...tem=3145950195>

Col_Pladoh

Friday, 26th September, 2003, 02:59 PM

Finally Back!

Quote:

Originally Posted by **solomanii**

Here are my questions;

What is the ancestry of your name? I always thought it was an odd name (no offence, mine is even stranger) from the first day my parents gave

me the red box as a b'day present.

Gygax is an "ancient Swiss name," according to geneology books. Family legens says it is grom the Greek word for giant, "gigantas," as we are descendants of Goliath who fled the Near East, ended up in Greece for a time before going on to the Swiss Alps and settling in around Berne.

Quote:

I loved the D&D cartoon as a kid, any idea if this is available in any form? Was it ever released on VHS? or some other format?

As far as i know, there is no authorized production of the cartoon show episodes. Pirate copies do exist...

Quote:

Why do you list product names in UPPER CASE?

That's an accepted way to list titles if you don't use Italics to do so;)

Quote:

How is your relationship with WOTC?

I have no contact with WotC. I do continue to write a column for DRAGON Magazine, but that's no longer a WotC enterprise.

Quote:

I noticed you like wargames, in particular WWII. Have you every played World in Flames?

Noppers! I really like tactical and grand tactical miniatures and board wargames, but I don't get much chance to play them, Ny facorite WW li board wargame remains OPERATION OVERLORD.

Quote:

Did you ever get a chance to see the Alternity rules from TSR/WOTC? They are fairly rules light/skill package system with options to make them heavier if the players wanted. They continuously reinforced the fact through the GM guide that the game is in the hands of the GM to do what they want in terms of game mechanics.

Yes, i saw ALTERNITY when it was initially released. Great graphics...

Quote:

Did you ever get to read over the Planescape setting? What did you think of it? Personally it is one of my favourites.

No, and i remind you that you are addressing the creatir of the WORLD OF GREYHAWK :p

Quote:

As mentioned I stopped buying Dragon a while back but would like to read your "Up on a Soapbox" columns people have mentioned. Are these available on the web somewhere? Or if they are not too old to back-order, what were the Dragon issues they appeared in?

There have been about 24 run to date, so whatever back number of number DRAGON that gets you to, look there for the start of the series. A few issues were missed, though. There will be another 12 or so of the current column, more if Rob continues to submit essays--he's done three now. When the series concludes there should be sufficient material to make up a small book, and I will be looking for a publisher then.

Quote:

I will be living a childhood dream next year (2004) and finally going to GenCon. Any chance of seeing you there?

Very doubtful, but I will be at Milwaukee Gamefest in July next year--9-11 July IIRR.

Quote:

Finally, I cant seem to find the Hall of Many Panes you have mentioned a few times at Amazon.com. Not even as a pre-order. What is the ETA for this game?

No wonder, because while it's been talked about a good deal, it is just now going into editing, having 3.5E material checked. Troll Lord Games hopes to have it ready for the Christmas market, but I am not sure they'll make it. The module is very large, and it will likely be in two books in a boxed set. My LA game group just finished the adventure after playing about a year and a half, averaging three game sessions every four weeks

Quote:

The Dungeonland and Vault of the Drow adventures are two of my all time favourite modules. Because of the Vault module I DM'd way back when (mid 80's?) my players (all over 30 now) still shudder when they confront any sort of Drow. I remember colouring in the various pictures of Eclvarda (sp?) to spice up the pictures to show my players. I still have a scan of it somewhere.

Thanks for the good words! Liking the DUNGEONLAND module indicates to me you don't take your gaming too seriously ;) the evil drow queen is "Eclavdra Eilserve" (I think that's the correct spelling of the surname I created, but it's been a long time since last I read the material, let alone

the time passed since I wrote it.) Many a DM and player found much in the way of fantastic enjoyment because of the drow...

Quote:

So even thou I disagree with a lot of the stuff you say (non-RPG related) I thank you for the main hobby that has occupied and enriched a chunk of my life.

You won't likely ever be left in doubt of my opinions if I am asked. Of course all true gamers totally agree with me on all things :D

Heh,
Gary

Col_Pladoh

Friday, 26th September, 2003, 03:13 PM

Quote:

*Originally Posted by **solomanii***

What a great website, that cleared up a lot of misunderstanding. Thanks. To get back on topic a two more questions for Garry.

Right, and the Learned Grogards here know their stuff pretty well, so the answers to your questins about D&D - AD&D were answered correctly. D&D was originally published in January 1974. When I was immersed in writing AD&D in 1976, J. Eric Holmes approached us about doing a revision of the D&D set of three booklets and supplements. I was delighted to have him do that, and when he turned in his initial drafy, that became the Basic Set for D&D, I was far enough along with AD&D rules to add a good bit from the latter to the D&D game so as to keep them as compatible as possible in mechanics. The MONSTER MANUAL was the first AD&D book published, that in 1977.

Quote:

1) Did you roll random hit points for all your players from level 1? I tended to either give max hp every level or max first level plus an average hitpoint at every other level on bad rolls. Just curious how you ran your games in this.

Yes random rolls were made, but I always allowed a re-roll for a result of 1.

Quote:

2) The Fighter, where did the name come from? Seems strange since a fighter implies a ring (boxer) in my mind. I wonder why you didnt go with Warrior or Hero or some such.

Always someone second-guessing... :p the association of "fighter" with a boxer is a relatively recent thing, but let's not get into that sort of discussion, The reason was to have a generic name for those who primarily rely upon weapons when adventuring. Note that each level of that class had a specifin name. A warrior was a lower-lever fighter, a hero was 4th level, and so on. that was done to steal a march from potential competition, and all classes had level names.

Cheers,
Gary

Col_Pladoh

Friday, 26th September, 2003, 03:20 PM

Quote:

*Originally Posted by **ArthurQ****hi Gary.**I was wondering, do you own any weapons?**knives, swords, flails, etc.*

Sure, I do own a number of weapons, but most of them are handguns and shoulder arms. About all I have in the way of primitive arms is a Green River and a Bowie knife around somewhere, a couple a cheap sabres. I can't afford to buy original medieval weapons, and I don't want repros, as I am not prone to doing any combat recreational activities any more. I'd be delighted to have a collection of genuine medieval arms and armor displayed in a large, wood-paneled room in my mansion. Sadly I have no such room, let alone a mansion :rolleyes:

Cheers,
Gary

Col_Pladoh

Friday, 26th September, 2003, 03:25 PM

Quote:

*Originally Posted by **snarfoogle****Hi, Gary.**I just wanted to know, how'd you come up with the Grell? I've seen a Grell in a CRPG, and I didn't know if they took it from you and D&D or you both got it from the same source.**Heh. "Here, take my +1 mace!"**Thanks,
Snarfoogle*

Well Darn!

The grell was not my creation--it's from the FF, as I recall--so I can't supply a useful answer.

The Futurama episode I appeared in is now in syndication, BTW, but they aren't running it much, only once that I know of, so the quote you have is likely to go into obscurity all too soon :confused:

Cheers,
Gary

Aeolius

Friday, 26th September, 2003, 03:25 PM

Quote:

*Originally Posted by **Col_Pladoh****Blibdoolpoolp was an onomatopoeic name I came up with for a lobster deity of theirs. The sound is to call to mind the sound of large drops of water falling into a pool, and splashing in general*

That's exactly the way I envisioned the kuo-toan language. One day, while practicing silly voices in the car, I decided to try kuo-toan. So, I began...

blip...blip...blip...blip...dool...blip...dool...poo l-p (kinda ended up like poo-lip, water dripping and splashing)

Once I chanted that for several minutes, I improvised the rest of a dialogue.

Yes, I was alone in the car. :D

Col_Pladoh

Friday, 26th September, 2003, 03:32 PM

Quote:

Originally Posted by **fusangite**

Gary,

I'm curious: in your vision of D&D, do all the various species of monsters in the Fiend Folio, Monster Manual, etc. all exist concurrently in the same world or was it expected that most campaign worlds would have a subset of these?

An excellent question. the plethora of critters offered is a game device meant to keep the DM supplied with as large a roster of strange beasts to throw at his players as was needed. For dungeon adventuring and really wild wilderness, such a broad variety makes sense.

For a defined world that is less magic-heavy, then a narrower range of creatures is more logical. In my Greyhawk campaign something over half as many monsters as were included in the three bestiary books were in play, the vast majority of those in dungeons or other planes.

I confess to creating new creatures in many a module just to have something confront the PCs that they didn't recognize and know how to deal with...

Cheers,
Gary

Col_Pladoh

Friday, 26th September, 2003, 03:55 PM

Quote:

Originally Posted by **grodog**

Hi Gary---

Do you recall how many copies of Warriors of Mars were printed and sold, and whether or not there was a "recall" as a recent eBay seller seemed to imply:

To view images for the curious, see
[http://cgi.ebay.com/ws/eBayISAPI.dll...tem=3145950195](http://cgi.ebay.com/ws/eBayISAPI.dll?...tem=3145950195)

Whoa, and that's going back a good ways!

I think we printed 5,000 copies, but it might have been only 3,000. I feel more comfortable with 5K, though. Anyway, the WoM booklet stock was running pretty low when the ERB Estate folks hollered at us. To the best of my recollection there was no recall, we just didn't reprint the work. I am pleased to say I do have a copy around here somewhere, likely stored in the attic.

We didn't ever recall the BATTLE OF FIVE ARMIES boxed game when the Saul Zaents organization got onto to TSR about infringing on the JRRT Estate rights.

Cheers,
gary

Col_Pladoh

Friday, 26th September, 2003, 03:57 PM

Quote:

Originally Posted by **Joseph Elric Smith**

OMG some one paid 199.00 to buy it too.
ken

Ken, that's a reasonable collector's price for a work that is likely limited to a only a few hundred copies floating around now--if the book was in good or better condition;)

Gary

Col_Pladoh

Friday, 26th September, 2003, 04:05 PM

Quote:

Originally Posted by **Aeolius**

That's exactly the way I envisioned the kuo-toan language. One day, while practicing silly voices in the car, I decided to try kuo-toan. So, I began...

blip...blip...blip...blip..dool...blip..dool...poo I-p (kinda ended up like poo-lip, water dripping and splashing)

Once I chanted that for several minutes, I improvised the rest of a dialogue.

Yes, I was alone in the car. :D

Now there's an amusing post, LOL!

Oddly enough, in the "Gygaxian Fantasy Worlds" series of reference books, the next title coming is THE BOOK OF EXTRAORDINARY NAMES authored by Malcolm Bowers. In one of the many chapters therein he gives syllables for creating various strange names for races of various sort--avian, bovine, etc. For the piscine sort he includes mainly the original and derivatives of "Blibdoolpoolp," and I was delighted to see that, of course. Bs and Ps are very liquid-sounding, but there's not much else other than vowels to include in the mix.

Cheers,
Gary

Wolverin

Friday, 26th September, 2003, 09:00 PM

Quote:

*Originally Posted by **Col_Pladoh***

The Futurama episode I appeared in is now in syndication, BTW, but they aren't running it much, only once that I know of, so the quote you have is likely to go into obscurity all too soon :confused:

No fear, Gary. The whole series is going to end up on DVD (seasons 1&2 are out already), so it will live on forever.

Pielorinho

Friday, 26th September, 2003, 10:22 PM

So I guess this is the obvious question, but have you had a look-see yet at a certain computer game? Did the developers consult with you at all during its making?

Oh, but it's bringing back fond memories for me of being thirteen and staying up gaming until sunrise....

Daniel

Geoffrey

Friday, 26th September, 2003, 10:23 PM

One of my favorite things in AD&D is the Cthulhu Mythos in the early printings of Deities & Demigods. This, by the way, got me started being a Lovecraft nut. I have a three-foot shelf packed with stories by Lovecraft and by his literary disciples.

Gary, what are your thoughts on a campaign (whether D&D, AD&D, Mythus, or LA) set in early 14th-century England in which all the monsters and gods are Lovecraftian beasties, and all the spells and magic-items are Lovecraft-related? Could it work, or would it be stretching the game systems too far?

Col_Pladoh

Friday, 26th September, 2003, 11:14 PM

Quote:

*Originally Posted by **Pielorinho***

So I guess this is the obvious question, but have you had a look-see yet at a certain computer game? Did the developers consult with you at all during its making?

Oh, but it's bringing back fond memories for me of being thirteen and staying up gaming until sunrise....

Daniel

Hah!

If I took advantage of the opportunity to play the computer ToEE game, soon all of you would be wondering, What has happened to Gary? We haven't heard from him in months, and no game products by him appear in upcoming release schedules...

Yes, Troika consulted with me, but I had precious little to add, for their designers knew the material, and the spirit behind it, perfectly.

Now I had better hurry on to manage a few more posts before returning to creative writing :eek:

Cheers,
Gary

Col_Pladoh

Friday, 26th September, 2003, 11:21 PM

Quote:

*Originally Posted by **Geoffrey***

One of my favorite things in AD&D is the Cthulhu Mythos in the early printings of Deities & Demigods. This, by the way, got me started being a Lovecraft nut. I have a three-foot shelf packed with stories by Lovecraft and by his literary disciples.

Gary, what are your thoughts on a campaign (whether D&D, AD&D, Mythus, or LA) set in early 14th-century England in which all the monsters and gods are Lovecraftian beasties, and all the spells and magic-items are Lovecraft-related? Could it work, or would it be stretching the game systems too far?

Indeed, and we agreed to remove the material from a second printing because we respected what Arkam House wished to do, retain the Cthulhu Mythos intact. I too am a big fan of HPL and the associated authors writing in his mythos.

As for the suggested setting and scenario, I do believe that the LA game system could handle it, but the whole of Theurgy as written would have to be scrapped, and a new Ability and activations based on the actual religions of this world be written to replace it. A lot of undies would get bunched up over that, and not without some cause, I believe.

Setting it in a more contemporary period using a horror or even cyberpunk system would likely be a lot easier;)

Cheers,
Gary

Aeolius

Friday, 26th September, 2003, 11:28 PM

Quote:

*Originally Posted by **Col_Pladoh***

Now I had better hurry on to manage a few more posts before returning to creative writing...

Care to add to a PbP, then? ;) No? Well, I do have a creative writing outlet in my lobi.com message boards.

Col_Pladoh

Saturday, 27th September, 2003, 12:16 AM

Quote:

*Originally Posted by **Aeolius***

Care to add to a PbP, then? ;) No? Well, I do have a creative writing outlet in my lobi.com message boards.

Just what i need...

:p

Gary

DM_Rocco

Saturday, 27th September, 2003, 12:41 AM

Gary,

Hi, it is good to here from you. I have two questions, okay, three, and I apologies in advance if you answered them already, I read some of the threads, but you have so much and I wanted to get my question in before you had enough of giving answers.

First, I loved the Gord the rouge series, but I have not seen a novel from you in a while, of course I really haven't looked all that hard (sorry, I have authors, like Margaret Weis and Tracy Hickman who pump out books on a frequent basis and I never saw another book from you after this series), but do you have now, or are you planning in the future, to write a new series of books? Maybe with Gord in Demi-God mode?

Second, Tomb of Horrors was, and still is, my favorite AD&D module. I know that someone else created a Return to the Tomb of Horrors and that you really do not like to create modules for 3.0 or 3.5 because of design issues, but in the back of your mind, are you floating around the idea of a similar adventure, full of deadly tricks and traps and strange and wonderful creatures that will make players beg for mercy before they even go through it? Would you, if you were playing the new 3.0 or 3.5 D&D rules, change anything to reflect the current game environment if you were running players through the Tomb of Horrors today? I am asking the tail end of this because I am going to run my current players through this in a month or two and would like some advice for updating it to the newer rules.

Three, okay, the lame question, is Mordenkainen your character that you play or just a high level mage you use as an NPC? Do you have any stats for him or the rest of the circle of eight for 3.0? Do you maybe know where I can find them? Told you it was lame.

So, that is pretty much it except for one last piece of business. I just wanted to say thanks for creating such a wonderful game. It nearly broke my heart when you announced in Dragon magazine that you would be "moving on" from TSR, I loved your articles and modules but most of all your game in general. It may sound crazy, but the game opened my mind for creativity and I think because of that I started to do better in school, especially when words like assassin would come up on spelling tests (true story). I took a long 10 year break from AD&D back when they had this failed thing called 2nd edition, but I like 3.0 and 3.5. It is not the same as old school (it has a lot more bells and whistles now) but it is still the same game at heart and myself and (if I may speak for the others on this sever and those who indulge world wide) others would just like to give a big heart felt thanks.

"Brool"

Thanks for your time,
DM_Rocco

:):):) "Hey, you there, fetch me that gem encrusted skull from amongst that pile of bone and ash." - Robillard to his Half-Ogre henchmen.

:):):) "Duh, OK." - Last words from Grogg, son of Grogg, as he reached for the Demi-lich's skull. - The Tomb of Horrors

Andrew D. Gable

Saturday, 27th September, 2003, 01:33 AM

Hey Gary.

Question that really has little (okay, *nothing*) to do with DnD at all. ;) Two years ago or so, I read a little piece in the newspaper which was talking about the British military during WWII. I recall that it mentioned a guy who was on a British sub - though I forget his first name, his last name was Gygax. And I remember saying to myself, this guy almost HAS to be related to Gary, 'cause honestly I've never heard the Gygax name anywhere else. So would you have had any relatives in the British Navy during WWII?

That's really a dumb question, isn't it? ;)

Hey, it's great to be able to talk with a founder of an entire medium of entertainment. Even though we don't see eye-to-eye on 3rd ed (I still think it has a place for archetypes, and doesn't really encourage killing things and power gaming any more than usual,) I'd like to echo the thanks of many here, both for making the game we all love and for still being in touch with your admirers decades later. I only hope I can say the same when I'm rich and famous! :D

I had a few questions for you. First of all, have you seen any of the more famous parodies of D&D? You know, like the Gamer's movie, the Dead Alewives radio show, Knights of the Dinner Table, Nodwick, and so on? If so, what are your opinions of them?

Second, there has been a fairly lively series of debates on the Wizards boards lately about alignment. A lot of people seem to be very vocal on the issue of alignment, and exactly what a good alignment creature can do to evil or potentially evil creatures. Some even went so far as to suggest it's right to kill all babies of a typically evil race like, say, hobgoblins, just because they'll probably grow up to be evil. Others suggest that detect evil should suffice for immediate punishment, especially for paladins. This could mean a paladin has the right to kill every greedy merchant and pickpocket he sees, just because he detects them as evil, without even witnessing the crime. What is your opinion on how a paladin should react in these and similar situations, or any good creature in general? I could post the links to the debates if you want.

I think that's it for now. I was going to ask about the prostitute table, but I think that was covered pages ago. :D

Vyreth

Oh, one more quick question. Is talking about your campaign to Gary for the purpose of advice and opinions considered pandering to a degree that blows chatting about your character to random vendors at a Con out of the water, or not?

Vyreth

Quote:

*Originally Posted by **LordVyreth***

Second, there has been a fairly lively series of debates on the Wizards boards lately about alignment. A lot of people seem to be very vocal on the issue of alignment, and exactly what a good alignment creature can do to evil or potentially evil creatures. Some even went so far as to suggest it's right to kill all babies of a typically evil race like, say, hobgoblins, just because they'll probably grow up to be evil. Others suggest that detect evil should suffice for immediate punishment, especially for paladins. This could mean a paladin has the right to kill every greedy merchant and pickpocket he sees, just because he detects them as evil, without even witnessing the crime. What is your opinion on how a paladin should react in these and similar situations, or any good creature in general? I could post the links to the debates if you want.

I think that's it for now. I was going to ask about the prostitute table, but I think that was covered pages ago. :D

I was going to ask Gary about this - Alignment, I already asked him about the prostitute table. :D

I was looking at a 1981 copy of Basic D&D yesterday, thinking about how there were just 3 alignments - Lawful, Neutral and Chaotic. Very Moorcockian (which I like). Most literary fantasy worlds either don't have defined alignments - eg most sword & sorcery settings (Leiber, REH et al) or for high fantasy they have a clear good-evil split (Tolkien & his imitators). The 9-alignment system of D&D seems unique, and has a huge impact on the game with eg the Outer Planes' Great Wheel. Gary, I was wondering why you decided to create the 9-alignment matrix? How did it function in your own play - from the Gord books it seemed like 'Good' forces often came across as sanctimonious hypocrites, with Neutrality preferred. Yet 'good' by definition would seem to be the 'best' alignment. Did you define 'good' as something like 'current American moral values', or was it defined by the moral values of the setting, which for Greyhawk seem close to medieval Catholic Europe?

Quote:

*Originally Posted by **DM_Rocco***

Gary,

Hi, it is good to here from you. I have two questions, okay, three, and I apologies in advance if you answered them already, I read some of the threads, but you have so much and I wanted to get my question in before you had enough of giving answers.

First, I loved the Gord the rouge series, but I have not seen a novel from you in a while, of course I really haven't looked all that hard (sorry, I have authors, like Margaret Weis and Tracy Hickman who pump out books on a frequent basis and I never saw another book from you after this series), but do you have now, or are you planning in the future, to write a new series of books? Maybe with Gord in Demi-God mode?

After I wrote three short fantasy mysteries set on the Mythus RPG's EArth world, with Magister Setne Inhetep, Wizard-Priest, as the central figure, his associate the lovely Rachele as co-star, I got back to game creation. I've been doing that ever since. When the Lejendary Earth world setting is more developed, it might give me inspiration to pen another yarn or two. Currently, though, I have way too many game projects going to think about narrative fiction

Quote:

Second, Tomb of Horrors was, and still is, my favorite AD&D module. I know that someone else created a Return to the Tomb of Horrors and that you really do not like to create modules for 3.0 or 3.5 because of design issues, but in the back of your mind, are you floating around the idea of a similar adventure, full of deadly tricks and traps and strange and wonderful creatures that will make players beg for mercy before they even go through it? Would you, if you were playing the new 3.0 or 3.5 D&D rules, change anything to reflect the current game environment if you were running players through the Tomb of Horrors today? I am asking the tail end of this because I am going to run my current players through this in a month or two and would like some advice for updating it to the newer rules.

One thing I don't like to do is rehash something I have already done. I try to make each module, or set thereof, different from others. If you have seen the module titled THE HERMIT, you'll know what I mean. It's not like any other I've done previously. There's a huge one coming from Troll Lord Games late this year, likely as a boxed set. It has some elements like other modules I've done, but it is a whole mini-campaign that takes about a year to complete, and it has just about every sort of RPG challenge possible in it. See what you think when THE HALL OF MANY PANES hits the stands. It is dual system stated, 3.5E and LA game.

Currently I am working on another campaign-base module, another massive design. this one for the new Castle & Crusade Game rules being written by the Trolls using the OGL. It aims to be close to the spirit and soul of OAD&D, so even though I prefer the LA game system for its diversity and ease of creation, I am going along and creating for the C&C work.

Quote:

Three, okay, the lame question, is Mordenkainen your character that you play or just a high level mage you use as an NPC? Do you have any stats for him or the rest of the circle of eight for 3.0? Do you maybe know where I can find them? Told you it was lame.

Nah! It's a question I get asked a lot. Mordenkainen was my second PC, and I started playing him early in 1974 wanting a magic-iser to balance my fighter, Yrag. I still play Mordie now and again in very high-level scenarios where a mage of over 20th level doesn't over-power the opposition.

Of course I am not about to give out his stats;) The same is true with all the other PCs of mine that compose the Circle of Eight. I can't give out those of other person's PCs either. If they wish to, that's their call.

Quote:

So, that is pretty much it except for one last piece of business. I just wanted to say thanks for creating such a wonderful game. It nearly broke my heart when you announced in Dragon magazine that you would be "moving on" from TSR, I loved your articles and modules but most of all your game in general. It may sound crazy, but the game opened my mind for creativity and I think because of that I started to do better in school, especially when words like assassin would come up on spelling tests (true story). I took a long 10 year break from AD&D back when they had this failed thing called 2nd edition, but I like 3.0 and 3.5. It is not the same as old school (it has a lot more bells and whistles now) but it is still the same game at heart and myself and (if I may speak for the others on this sever and those who indulge world wide) others would just like to give a big heart felt thanks.

Just FYI, that announcement published in DRAGON Magazine was written by someone other than me.

The very kind closing words are most appreciated. It gives me encouragement to keep on dreaming up material that I hope my fellow gamers will have fun playing as GM or with a character.

Cheers,
Gary

Col_Pladoh

Saturday, 27th September, 2003, 02:34 PM

Quote:

*Originally Posted by **Andrew D. Gable****Hey Gary.**Question that really has little (okay, nothing) to do with DnD at all. ;) Two years ago or so, I read a little piece in the newspaper which was talking about the British military during WWII. I recall that it mentioned a guy who was on a British sub - though I forget his first name, his last name was Gygax. And I remember saying to myself, this guy almost HAS to be related to Gary, 'cause honestly I've never heard the Gygax name anywhere else. So would you have had any relatives in the British Navy during WWII?**That's really a dumb question, isn't it? ;)*

Heh!

Indeed, the chap on the sub with the surname of Gygax was almost certainly a relative of mine, although probably very distant. As I mentioned here to another person inquiring about the name, it is Swiss.

There are four "castles" of the Gygaxes in Switzerland, one for each of the four brothers that originally settled there around the time that Julius Caesar invaded Gaul. My father's family is from Seeberg in Canton Bern. A few of the family have changed the spelling from "Gygax" to "Gegax" (very much the spelling for the German pronunciation of the name) and "Gigax," but they are the same family.

If you check US military naval records, you'll find that a Xerxes gygax was active in the development of the Panama Canal, and his son, Felix Ajax Gygax became a Rear Admiral, was in charge of a sector of the South Atlantic in WWII.

On the other hand, I met a cousin--the youngest son of my grandfather's youngest brother, as I recall, who fought for Germany in WWII.

Cheers,
Gary

Col_Pladoh

Saturday, 27th September, 2003, 02:56 PM

Quote:

*Originally Posted by **LordVyreth****Hey, it's great to be able to talk with a founder of an entire medium of entertainment. Even though we don't see eye-to-eye on 3rd ed (I still think it has a place for archetypes, and doesn't really encourage killing things and power gaming any more than usual.) I'd like to echo the thanks of many here, both for making the game we all love and for still being in touch with your admirers decades later. I only hope I can say the same when I'm rich and famous! :D*

Heh! I am not at all rich, and my fame is that of a large frog in a small pond :rolleyes: I only become insufferable after a large convention where lauds are ladled out upon me nearly continuously. About a day thereafter real life returns to burst the bubble and place my feet of clay firmly upon the ground we all walk upon.

Quote:

I had a few questions for you. First of all, have you seen any of the more famous parodies of D&D? You know, like the Gamer's movie, the Dead Alewives radio show, Knights of the Dinner Table, Nodwick, and so on? If so, what are your opinions of them?

I haven't seen the films, although "The Summoner" clip is a hoot! I enjoy KoDT, dork tower, and Nodwick. Naturally, I don't take myself, or GAMING, TOO SERIOUSLY :D

Quote:

Second, there has been a fairly lively series of debates on the Wizards boards lately about alignment. A lot of people seem to be very vocal on the issue of alignment, and exactly what a good alignment creature can do to evil or potentially evil creatures. Some even went so far as to suggest it's right to kill all babies of a typically evil race like, say, hobgoblins, just because they'll probably grow up to be evil. Others suggest that detect evil should suffice for immediate punishment, especially for paladins. This could mean a paladin has the right to kill every greedy merchant and pickpocket he sees, just because he detects them as evil, without even witnessing the crime. What is your opinion on how a paladin should react in these and similar situations, or any good creature in general? I could post the links to the debates if you want.

Alignment was meant primarily as a role-playing tool. (Despite what some of the "mature" and "sophisticated" gamers assert, roleplay was indeed a central feature of the AD&D game from the proverbial get-go.) the player was to be guided by it when role-playing his character, and the DM had the same benchmarks to use in judging the PC's actions.

The debates now make me regret that I ever included the system feature, as it is being taken beyond the pale. Better to have the character's actions speak for their ethics and morality than some letter set.

The main problem seems to be that the players are assuming alignment in a vacuum, without reference to any deities establishing and overseeing the matters concerned with such judgements and actions. Because the main system fails to provide properly for deities to be active in such matters, abuses of the most egregious sort take place. A paladin is supposed to be the archetype of the Christian knight. That means focusing on doing right, spreading the word about the faith (in the deity the paladin serves), helping others of goodwill, protecting the weak, etc. Judging others not opposing the paladin is quite out of the picture.

This is a subject that I could write a complete essay on, but it is bootless. Let those who publish the system clean up the mess.

Quote:

I think that's it for now. I was going to ask about the prostitute table, but I think that was covered pages ago. :D

Vyreth

The table was done very much tongue in cheek. That's all I'll add.

Cheers,
Gary

Col_Pladoh

Saturday, 27th September, 2003, 02:58 PM

Quote:

Originally Posted by LordVyreth

Oh, one more quick question. Is talking about your campaign to Gary for the purpose of advice and opinions considered pandering to a degree that blows chatting about your character to random vendors at a Con out of the water, or not?

Vyreth

Short answer: YUPPERS!

After about 25 years, the subject becomes a tad shipworn and trite, shall we say...

Cheers,
Gary

Col_Pladoh

Saturday, 27th September, 2003, 03:11 PM

Quote:

Originally Posted by S'mon

I was going to ask Gary about this - Alignment, I already asked him about the prostitute table. :D

I was looking at a 1981 copy of Basic D&D yesterday, thinking about how there were just 3 alignments - Lawful, Neutral and Chaotic. Very Moorcockian (which I like). Most literary fantasy worlds either don't have defined alignments - eg most sword & sorcery settings (Leiber, REH et al) or for high fantasy they have a clear good-evil split (Tolkien & his imitators). The 9-alignment system of D&D seems unique, and has a huge impact on the game with eg the Outer Planes' Great Wheel. Gary, I was wondering why you decided to create the 9-alignment matrix? How did it function in your own play - from the Gord books it seemed like 'Good' forces often came across as sanctimonious hypocrites, with Neutrality preferred. Yet 'good' by definition would seem to be the 'best' alignment. Did you define 'good' as something like 'current American moral values', or was it defined by the moral values of the setting, which for Greyhawk seem close to medieval Catholic Europe?

Hopefully, the descriptions of the various alignments speak for themselves in terms of game ethos.

I devised the nine alignments in order to provide what I envisioned as the total spectrum of human and other-than human mores so as to offer players complete range of role-playing for their PCs, to guide DMs in their play of NPCs including the nether sorts--demons to devils.

Good and evil have a lot of cultural and social relativity, so I did my best to focus on features that are generally constant in moral and immoral cultures, leaving the grey areas open for the DMs' interpretation.

I believe you are confusing Law with good, however. A Lawful good places Law foremost, and Law is force.

Anyway, the perspective I wrote from is basically that of the Judeo-Christian--my own background. I included all the other views I could based on my studies and readings of other major religions and social anthropology works. (Can you believe that one twit of a female book editor from a large NYC publishing firm once asked me in all seriousness why I wrote from the male perspective?)

Finally, medieval Catholic Europe wasn't all that far off from the Bible in its *professed* morals and ethics.

Cheers,
Gary

DM_Rocco

Saturday, 27th September, 2003, 03:29 PM

Quote:

Nah! It's a question I get asked a lot. Mordenkainen was my second PC, and I started playing him early in 1974 wanting a magic-user to balance my fighter, Yrag. I still play Mordie now and again in very high-level scenarios where a mage of over 20th level doesn't over-power the opposition.

Okay, how about just his level? :D That couldn't hurt :rolleyes:

Hey, if you are ever in the St. Paul/Minneapolis area send me an e-mail (CERocco@aol.com) and I will let you game with us as a player. I know what it is like to always be the DM :(it sucks not being able to be a player because others are not good at crafting a story or don't have the desire to do so. This is an open invitation, any time, just let me know (just try and give me a little for warning so I can prepare something really good). My players would drop everything to be able to play with you, it would be fun.

DM_Rocco
CERocco@aol.com

"Hey, you there, fetch me that gem encrusted skull from amongst that pile of bone and ash." - Robillard to his Half-Ogre henchmen.
"Duh, OK." - Last words from Grogg, son of Grogg, as he reached for the Demi-lich's skull. - The Tomb of Horrors

Col_Pladoh

Saturday, 27th September, 2003, 03:41 PM

Thanks for the invite, DM_Rocco. If we plan to get up in the Twin cities area I'll email you. It is indeed a chore to always be the GM.

As for Mordie's level, he's 20-something, and that's all I'll say.

One last comment. the quote is good, but you have Robilar's name musspelled therein;)

Cheers,
Gary

ScottGLXIX

Saturday, 27th September, 2003, 06:32 PM

Quote:

*Originally Posted by **DM_Rocco***

Three, okay, the lame question, is Mordenkainen your character that you play or just a high level mage you use as an NPC? Do you have any stats for him or the rest of the circle of eight for 3.0? Do you maybe know where I can find them? Told you it was lame.

Hey Rocco. Nobody knows more than me how tight-lipped Gary can be regarding his PCs, but through many correspondences I have managed to wriggle out a bit of info on the nine characters that compromise the original Co8, and Gary has given me permission to share the material he has shared with me. Here's a link to where I currently keep the info posted online:
<http://empiregames.proboards12.com/i...num=1045285718>

Scott

DM_Rocco

Saturday, 27th September, 2003, 08:00 PM

Quote:

One last comment. the quote is good, but you have Robilar's name musspelled therein

Dear Gary,
LOL, Robillard (a rouge with a few fighter levels) is one of my character's from the old school (whom I named after a local plumbing company in the Twin Cities area, sounded like a good name in spite of the profession for which it came, shh, don't tell my players he is named after people who deal with raw sewage :confused:).

It wasn't until the Epic level handbook came out that I learned of Robilar (Minus one L and the D) and that he was a fighter of great power, I picked up a used copy of Return to the Tomb of Horrors a few weeks later, I think that also mentions Robilar in the forward written by you.

My own Robillard ran through the Tomb of Horrors with 32 henchmen and four other party members. By the time we got to the Demi-Lich at the end, we were down to 7 henchmen (14 died, 11 failed their morale checks and fled when the body count started, in spite of my high charisma) and 3 other party members. We pulled the scoop and run technique when souls started to disappear (once the Paladin bit the dust, no pun intended, we knew we were in trouble).

Not to demean your Robilar, but I had this one, Robillard, since back when you wrote your first Greyhawk book starring Gord the Rouge, a huge inspiration for my character. I'm sure that Robilar has been around for longer, but until recently, when I started to do research to take my character's through the Vecna Lives module, I have not heard of Robilar. Kind of funny I think that we have two different characters with similar names.

I did swipe a character name from Greyhawk, Kronn, my 16th level barbarian under the old unearth arcana rules, which was not very fair for XP, was named after the Kron Hills, sorry, but I love him and won't change the name :p

Hey, when you do come to town, tell me a head of time and I will prepare something worthy of Mordenkainen to use his power in, and I promise I won't reveal his power to others, otherwise a nice simple high level 15-20 level adventure to get the blood pumping (my current party is level 15). Of course I am running a henchmen campaign right now too. That is to say, the henchmen of the higher level players, who are 4th level now, go on quests too for their masters. I thought this was a fun thing to do rather than just say, "Hey, your henchman just gained a level," I make the players earn it for their henchmen. It is more fun that way, it keeps the game fresh and you would be welcome anytime to play in any one you like.

Also, there is a D&D game variant called Grim and Gritty. The rules are a bit more extreme and combat much more deadlier as you only get HP equal to your CON Plus up to one HP a level and instead of AC you roll a defense roll against there attack roll and armor doesn't give AC bonus but rather damagae reduction equal to the AC bonus for the armor, so a chain shirt would give 4 damage reduction to all wounds. Other than that, everything is the same, including the damage from weapons and magic (although in this style of play magic is low to none existent, much to my sadness since I enjoy play mages, otherwise a fireball could kill everyone because of the low HP of most of the characters). I don't run that one, it is the only one I get a chance to play in now, but I am sure they would not mind if you would like to throw your hat into the arena. Just let me know, anytime.

Scott, thanks for the info, I am trying to track down copies of the Living Greyhawk issue #0 because I hear they have 3.0 stats for the circle of

eight. I am expanding the beginning of the Vecna lives module, in which the players get to play the circle of eight mages, so the players can use the high level mages for a bit of fun before they die to Vecna and would like to get better stats then are listed in the current 2nd edition module. Your background information is helpful though, thanks for the help, and if you happen to know where I can score a copy of the Living Greyhawk issues, please cough up the info.

"Hey, you there, fetch me that gem encrusted skull from amongst that pile of bone and ash." - Robillard to his Half-Ogre henchmen.
"Duh, OK." - Last words from Grogg, son of Grogg, as he reached for the Demi-lich's skull. - The Tomb of Horrors

DM_Rocco

Sunday, 28th September, 2003, 06:58 AM

Oh, of course we could always start out fresh with new 1st levels too. I would want to make your gaming experience as a player as fun as possible since you don't get to always do it, so I would leave it up to you. Hope to hear from you soon.

DM_Rocco

"Hey, you there, fetch me that gem encrusted skull from amongst that pile of bone and ash." - Robillard to his Half-Ogre henchmen.
"Duh, OK." - Last words from Grogg, son of Grogg, as he reached for the Demi-lich's skull. - The Tomb of Horrors

DM_Rocco

Sunday, 28th September, 2003, 07:25 AM

Scott,

That is a good sight you have there. I didn't know a lot of that background info, good to here. I get the feeling you are in Lake Geneva too, if so, and you would like to sit in, you are also welcome to join in the fun if you ever get to the cities. If I knew how much detail and history was involved in Greyhawk I would have read more about it sooner.

No offense Gary, but I was always a Forgotten Realms fan, manly because before that we always played our own worlds.

Anyway, good to hear from both of you.

DM_Rocco

"Hey, you there, fetch me that gem encrusted skull from amongst that pile of bone and ash." - Robillard to his Half-Ogre henchmen.
"Duh, OK." - Last words from Grogg, son of Grogg, as he reached for the Demi-lich's skull. - The Tomb of Horrors

Loki3

Sunday, 28th September, 2003, 03:15 PM

Quote:

That calls to mind my early days of wargaming. My ex-wife was convinced that I was carrying on an affair when I would be away all night. After much disputation, I agreed to have the games played at our place despite the childrens' presence (noisy) and her wanting to talk.

So about eight o'clock my opponent showed up and we begin playing. At around 11 PM my ex-wife said loudly, "Do you know that neither one of you has said a word in over an hour?!" Grunted responses were all that was forthcoming, so she went off to bed, and we finished the game around 7 AM that morning. We all had breakfast together, then my opponent went home to get some sleep. The ex- never did like games, gamers...or me in actuality.

HA !!!

I know the feeling Gary.

Ya'Know the old ex-wives just seem to not get the fine nuances of the game do they. Well as the old saying goes,..... exes come and go but D&D moves ever forward..... hehehe (I have 2 my self and each one hated my gaming)

(Funny Story)

One time I was on the telephone with one of my gaming buddies where we were talking about some PC's he wanted to use, one was named ariana and another Freya,... well ex wife #2 heard me talking about these PC's and thought I was setting up a date with my buddy for us. BOY OH BOY.... well to make it short when we divorced she told the judge about Ariana and Freya my 2 girlfriends..... HAHAA Ya should have seen me trying to explain who they really were to a judge..... precious moment I tell ya,..... The judge actually beleived me.

But alas,..... Ariana died killed by a Assassin, and Freya still jousts with me and avoids many a trap I have set for her.....

But as it has been said on my boards, and in many many forms, I am impressed with someone like yourself to take time out of there busy schedule to post repsonses to the wee masses such as myself and others. Most authors, / game designers, etc,..etc,.. dont do that. And it shows the true character that bleeds through your games and makes them so enjoyable.

Quasqueton

Sunday, 28th September, 2003, 04:14 PM

Col_Pladoh,

Why all the secrecy about Mordenkainen's stats? This character has been written up previously in the old *Rogue's Gallery*, in *Mordenkainen's Fantastic Adventure*, and in the recent *Epic Level Handbook*. (I have them all, and there is only very little difference between the writeups, so they must be at least close to accurate.)

I can understand not wanting to retype the character's stats everytime someone asks, or just not knowing the stats off the top of your head, but you have said several times that I've read, that you are adamant about not giving out the stats of your PCs -- especially one that you currently play.

Why is this? It just seems overly protective of something that doesn't need protection. I mean, what do you fear someone is going to do with the stats if you announce them (beyond what has already been published)?

Quasqueton

Joseph Elric Smith

Sunday, 28th September, 2003, 05:16 PM

Quote:

Originally Posted by **Quasqueton**

Col_Pladoh,

Why all the secrecy about Mordenkainen's stats? This character has been written up previously in the old Rogue's Gallery, in Mordenkainen's Fantastic Adventure, and in the recent Epic Level Handbook. (I have them all, and there is only very little difference between the writeups, so they must be at least close to accurate.)

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Why is this? It just seems overly protective of something that doesn't need protection. I mean, what do you fear someone is going to do with the stats if you announce them (beyond what has already been published)?

Quasqueton

or else none of the published stats or information are correct and they are just something some one made up, and Gary would rather keep the real stuff to himself.
ken

fusangite

Monday, 29th September, 2003, 08:41 AM

Quote:

Originally Posted by **Col_Pladoh**

An excellent question. the plethora of critters offered is a game device meant to keep the DM supplied with as large a roster of strange beasts to throw at his players as was needed. For dungeon adventuring and really wild wilderness, such a broad variety makes sense.

For a defined world that is less magic-heavy, then a narrower range of creatures is more logical. In my Greyhawk campaign something over half as many monsters as were included in the three bestiary books were in play, the vast majority of those in dungeons or other planes.

I confess to creating new creatures in many a module just to have something confront the PCs that they didn't recognize and know how to deal with...

*Cheers,
Gary*

Thanks for this. I certainly appreciate the impulse to create new monsters. Right now, I'm modeling those medieval dog-headed men I've become so enchanted with. Specifically, I'm modeling the type of dog-headed man Saint Christopher was -- 12' tall, unable to speak, natural lifespan 300+ years. I'm kind of amazed someone hasn't already made these guys.

Here's one tough aspect of this, though: in my current campaigns, people have *Summon Monster* spells; because the planes system creates a multiverse, I don't know how much business I have circumscribing what they can summon. Theoretically, I suppose, these creatures might exist on some other plane of existence; what do you think would be a reasonable way to regulate what can be summoned by way of this spell? This becomes even more problematic with the *Summon Nature's Ally* spells. A pivotal combat in a campaign I just ended was resolved by the characters summoning a Dire Bear into an African environment. It was such an innovative thing to do, I chose not to argue but I was left unsure of whether I should have ruled it out.

LordVyreth

Thursday, 2nd October, 2003, 06:57 PM

Quote:

I haven't seen the films, although "The Summoner" clip is a hoot! I enjoy KoDT, dork tower, and Nodwick. Naturally, I don't take myself, or GAMING, TOO SERIOUSLY

Check out this web site for the movie: www.deadgentlemen.com. Gamers is a classic in the making, and definately worth checking out.

And I figured as much about the campaign discussion thing. Now I'm not sure if I'm glad I didn't bother, or I'm disappointed I didn't get it out before I knew it was bad. You know, that whole forgiveness versus permission thing. :D

Moving on from alignment questions, here's something similar. It seems that people are getting more into playing good individuals of typically evil races, like orcs and drow, and even generally universally evil beings like demons and vampires. Do you agree that it's a new thing, or has that been a constant throughout the game? If it is new, do you think it reflects a way gamers look at the world and concepts like universal evil, or is it just because evil characters are considered "cooler" for some reason? I'll post my opinions, but I'd like to hear what you think first.

Vyreth

LordVyreth

Thursday, 2nd October, 2003, 06:59 PM

Bloody double posts.

Col_Pladoh

Thursday, 2nd October, 2003, 08:14 PM

When I am less busy I'll see about the humor on the website you note.

As for playing an evil-race character as non-evil, sure! Why not, as there is variation of such outlook in most fantasy races. The general alignment category speaks to the racial propensity and the bent of the majority of it, but certainly a lot of individuals can be different.

That does not apply to it inherently evil entities such as vampires, let alone demons and devils. There the modification might be in orderliness (Law-Chaos) and the *degree* of Evil, the dilligence with which the wicked and malign is pursued. Just as there are truly *evil* people with no redeeming qualities whatsoever, so too all such creatures of Evil, for they epitomize that trait.

Cheers,
Gary

LordVyreth

Friday, 3rd October, 2003, 04:01 AM

Well, The Gamers is actually available on DVD, so you'll have to actually order it to see it. It's worth the money, though!

Yeah, but the thing is, people are playing good members of inherently evil races, and/or houseruling that even these creatures don't always reflect one alignment. There are some examples of that in the official settings, as well (like the Planescape setting, and the video game based on such. Not to mention numerous Dragon articles.)

Personally, I find it to be a positive change myself. I think a lot of people, especially members of social minorities like most gamers, identify themselves as the target of stereotypes, and recognize how harmful they are on a personal and sociological basis. As a result, when they hear about a group regarded as always evil, etc., they tend to emphasize with it. Of course, there's also the built-in character depth that comes with it (well, when not ripping a famous character off completely,) and the general appeal of the forbidden or taboo concepts. To be fair, there's some historical and modern mythological precedent for non-evil undead, alignment-changing outsiders, and such. And there's always the handy Helm of Opposite Alignment trick to make it work in-game.

Vyreth

Col_Pladoh

Friday, 3rd October, 2003, 01:11 PM

Setting aside the debate of nature versus nurture, there are always aberrations, and with intelligent creatures change is possible. Consider how many monks and priests were martyred in the conversion of the Friesians to Christianity, but eventually they prevailed. Contrast that with non-intelligent species, a wolverine for example. The likelihood of one not being an aggressive hunter-killer is infinitesimal.

"Outsiders" is not a term that properly connotes non-human origination. It implies that the world is the inner, central place. Demons and devils are creatures of pure evil, just as there those of pure good. Neither sort of entity can ever be anything else in my view. It is akin to the wolverine example given above.

"Minorities" aren't that in their own country, and RPGs, D&D in particular, are played in the majority of nations of the world. It is social-economic class that is the determinant, not ethnicity. Most gamers are highly literate and of the middle class. About a quarter of them are connected to information technology. In all, males outnumber females by about 9 to 1--so there's the minority that publishers would most like to attract to RPGs :)

Cheers,
Gary

Cheers,
Gary

Faraer

Friday, 3rd October, 2003, 02:48 PM

4:1 according to WotC's 2000 market research piece, and I doubt the ratio has since got worse.

[Show 20 post\(s\) from this thread on one page](#)

Col_Pladoh

Friday, 3rd October, 2003, 03:57 PM

Quote:

*Originally Posted by **Faraer****4:1 according to WotC's 2000 market research piece, and I doubt the ratio has since got worse.*

Let me say that I am highly doubtful regarding the accuracy of that claim. If as many as 10% of the RPG (excluding LARPers) audience is female, I will be surprised. I have seen other surveys with meaningful samplings that indicate the percentage of females is somewhere between 6% and 9%. That is players, not necessarily *consumers*. However, even the dubious 20% figure indicates a minority of considerable proportions, no?

Somehow Political correctness seems to be working its way into gaming, and that's a dispicable thing, as Political Correctness is thought control. As author Richard Payne Knight notes, "Poverty of expression will product poverty of conception." Offense at what is said is too easily taken these days, hindering free speech and free thinking.

Cheers,
Gary

Geoffrey

Friday, 10th October, 2003, 06:48 PM

Gary, when do you think your LEJENDARY ASTEROGUES expansion for the LA game will be available in stores? I think a huge, sprawling fantasy-science campaign would be a lot of fun.

Col_Pladoh

Friday, 10th October, 2003, 07:12 PM

Quote:

*Originally Posted by **Geoffrey****Gary, when do you think your LEJENDARY ASTEROGUES expansion for the LA game will be available in stores? I think a huge, sprawling fantasy-science campaign would be a lot of fun.*

Howdy Geoffrey:)

Fact is that we play-teted a set of rules similar to the ones now used in the LA game system in a fantasy-science milieu very like the LEJENDARY ASTEROGUES one back about eight years now. The 'ASTEROGUES core rules are good to go, but I have not finished the campaign base setting personality details and plots-counter-plots thread. As with many a writer, last minute pressure makes me perform more quickly. Anyway...

We are in process of making a major move, likely in a couple of month's time to be announced, to expand the LA game and build audience, so I would have to project the release of the LAR Fantastical Science genre books to late 2004 or maybe 2005. A good deal of regular LA game product needs to see print before the go afield--a primer set, core rules additions, the LE world deities book, a sourcebook or two, and a number of new adventure modules have to get out first. When we do the LAR expansion, I do believe I'll have to begin running a campaign of it every other week because I really have fun with the genre :o

Cheers,
Gary

Ed Cha

Friday, 10th October, 2003, 09:11 PM

Quote:

*Originally Posted by **Col_Pladoh****Somehow Political correctness seems to be working its way into gaming, and that's a dispicable thing, as Political Correctness is thought control. As author Richard Payne Knight notes, "Poverty of expression will product poverty of conception." Offense at what is said is too easily taken these days, hindering free speech and free thinking.**Cheers,
Gary*

AMEN!

Col_Pladoh

Friday, 10th October, 2003, 09:34 PM

Quote:

*Originally Posted by **Ed Cha***

AMEN!

How insensitive of you to agree with me, and to do si with a word having absolute religious denotations too! You must think, speak, and act the way set down by Authority!

Heh,
Gary

Ed Cha

Friday, 10th October, 2003, 10:02 PM

Quote:

*Originally Posted by **Col_Pladoh***

How insensitive of you to agree with me, and to do si with a word having absolute religious denotations too! You must think, speak, and act the way set down by Authority!

*Heh,
Gary*

LOL, I didn't even realize the irony of my response. :)

Geoffrey

Friday, 10th October, 2003, 10:11 PM

Quote:

*Originally Posted by **Col_Pladoh***

We are in process of making a major move, likely in a couple of month's time to be announced, to expand the LA game and build audience

Wow! Sounds like something to look forward to. :D

MerakSpielman

Friday, 10th October, 2003, 10:18 PM

Quote:

*Originally Posted by **Col_Pladoh***

Let me say that I am highly doubtful regarding the accuracy of that claim. If as many as 10% of the RPG (excluding LARPer's) audience is female, I will be surprised. I have seen other surveys with meaningful samplings that indicate the percentage of females is somewhere between 6% and 9%...

My group was 4 females, 3 males for a long time. Now we're 5 females, 5 males, though we run 4 campaigns and we're not all there for each one. 3 DMs are male and 1 is female. The ages of members of our group: 10, 15, 16, 25, 25, 36, 37, 40, 49, and 51.

Maybe we're just more diverse than a lot of people.

grodog

Thursday, 30th October, 2003, 06:37 PM

Hey Gary---

Any updates on the Castle Zagyg project for us?

Joseph Elric Smith

Friday, 31st October, 2003, 08:07 PM

Quote:

*Originally Posted by **grodog***

Hey Gary---

Any updates on the Castle Zagyg project for us?

Oh I see Alan trying to stir things up a bit. So has any one heard whether gary has gotten access back to enwold? last I had heard that was why he stopped responding had difficulty in logging in
Ken

sluggo the sleazebag

Friday, 31st October, 2003, 08:43 PM

Hey there Gary...

Glad to hear that Castle Z is moving right along. How exciting it must be to share it with your fans after all these years. In the meantime, I hope you won't mind fielding a couple design questions.

I'm sure you've had some great ideas pop up over the years. Ideas that, for one reason or another, you couldn't put to paper. What I want to know is: How much of Castle Z will absorb those sudden moments of satori, and how much of it will retain its original splendor?

I'm also curious as to whether your extensive gaming experience has tempered the encounters therein or have you chosen to preserve the Castle as it first appeared when Robilar and company made their initial forays?

The desire to build upon one's early work is a temptation not easily overcome. You could hardly be condemned for doing so, but I imagine there's a percentage of fans who would hope for either result. What can you share about your design plans so far?

Sincerely,

Sluggo

Col_Pladoh

Saturday, 1st November, 2003, 05:33 PM

Ho There, DM_Rocco!

For some reason I didn't get notice of your post, so pardon the late response. As i am working on three separate design projects I confess it would have been a couple of days lag, but...

Seems to me you and your group played the ToH absolutely right, grabbing the goodies and beating it, just at robilar did:)

Heh, and your Robillard PC story is amusing. Rob Kuntz's Robliar first adventured in the winter of '72, so he is the elder, but you've probably gotten in more action with Robillard than Rob has managed with his PC. Like me, Rob had DMing duties first.

As for adventuring with Mordenkainen, no offense, but most certainly not. I have no idea as to your DMing style, and so he stays home. When Ernie, Rob, Terry, and I took our top PCs into Jim Ward's specially prepared dungeon adventure the first attack was by a lich with a rof of Cancellation. That experience was quite sufficient to teach us all to be wary...and Jim is a known DM and former player in our campaign.

Cheers,
Gary

Col_Pladoh

Saturday, 1st November, 2003, 05:41 PM

Howdy Loki3,

Shudder! Ex-wives and judges...whoa, the stuff of nightmares :rolleyes:

As for responding, sure. All, I am really just another gamer. Just because I happen to be hyperactive in the design area doesn't make me substantially different from, and certainly not superior to, my fellows.

Cheers,
Gary

Col_Pladoh

Saturday, 1st November, 2003, 05:46 PM

Quote:

*Originally Posted by **Quasqueton***

Col_Pladoh,

Why all the secrecy about Mordenkainen's stats? This character has been written up previously in the old Rogue's Gallery, in Mordenkainen's Fantastic Adventure, and in the recent Epic Level Handbook. (I have them all, and there is only very little difference between the writeups, so they must be at least close to accurate.)

Heh, and a slight error in reasoning there, amigo. The information in the ROGUE'S GALLERY was quite fallacious, made up in many cases when we refused to give Brian our PCs' stats. Rob respected my wishes and didn't use Mordie's actual stats and information, and whatever was written thereafter based on those works continues the error.

It is my PC, and I do play him now and again, although it's been a couple of years since he last adventured.

Cheers,
Gary

Col_Pladoh

Saturday, 1st November, 2003, 05:57 PM

Quote:

*Originally Posted by **fusangite***

Here's one tough aspect of this, though: in my current campaigns, people have Summon Monster spells; because the planes system creates a multiverse, I don't know how much business I have circumscribing what they can summon. Theoretically, I suppose, these creatures might exist on some other plane of existence; what do you think would be a reasonable way to regulate what can be summoned by way of this spell? This becomes even more problematic with the Summon Nature's Ally spells. A pivotal combat in a campaign I just ended was resolved by the characters summoning a Dire Bear into an African environment. It was such an innovative thing to do, I chose not to argue but I was left unsure of whether I should have ruled it out.

What we always did was make the summoning random, with some weak ones in the mixes possible. Also, if the monster(s) summoned survived and there were no other opponents around, it or they would attack party members.

As the spell is a regular part of the game, there's no logical way you can limit its use, eh? If your players are abusing it, then have your NPCs do likewise, summon monsters at the drop of a hat, so to speak.

Cheers,
Gary

Col_Pladoh

Saturday, 1st November, 2003, 06:09 PM

Quote:

*Originally Posted by **LordVyreth***

Check out this web site for the movie: www.deadgentlemen.com. Gamers is a classic in the making, and definately worth checking out.

Thanks, and when I am not so busy I'll see about it;)

Quote:

And I figured as much about the campaign discussion thing. Now I'm not sure if I'm glad I didn't bother, or I'm disappointed I didn't get it out before I knew it was bad. You know, that whole forgiveness versus permission thing. :D

Right.

Quote:

Moving on from alignment questions, here's something similar. It seems that people are getting more into playing good individuals of typically evil races, like orcs and drow, and even generally universally evil beings like demons and vampires. Do you agree that it's a new thing, or has that been a constant throughout the game? If it is new, do you think it reflects a way gamers look at the world and concepts like universal evil, or is it just because evil characters are considered "cooler" for some reason? I'll post my opinions, but I'd like to hear what you think first.

Vyreth

As there will well be aberrations in nature, a chaotic good orc, or drow, is of possible interest to the player who wants a challenge for the PC--virtually every hand will be against such characters. Having demons and vampires of similar stamp is so much nonsense, comparable in my mind to a grass-eating lion or a friendly wolverine. The nature of true evil is just that--no good in it whatsoever.

As for when such approach commenced, I can't say, but the politically correct view of evil individuals as mere victims of their surroundings and upbringing might be involved.

Cheers,
Gary

Col_Pladoh

Saturday, 1st November, 2003, 06:13 PM

Quote:

*Originally Posted by **Faraer***

4:1 according to WotC's 2000 market research piece, and I doubt the ratio has since got worse.

Do you really believe that figure? I certain do not, nor have I seen their documentation. Other surveys I have seen develop a much lower percentage of female gamers, something between 5% and 10%.

Cheers,
Gary

blackshirt5

Saturday, 1st November, 2003, 06:18 PM

Gary, what do you think of recent books dealing with sex and intimacy in RPGs, such as Encyclopedia Arcane: Nymphology, Naughty & Dice, and the BoEF?

Col_Pladoh

Saturday, 1st November, 2003, 06:18 PM

Quote:

*Originally Posted by **MerakSpielman***

My group was 4 females, 3 males for a long time. Now we're 5 females, 5 males, though we run 4 campaigns and we're not all there for each one. 3 DMs are male and 1 is female. The ages of members of our group: 10, 15, 16, 25, 25, 36, 37, 40, 49, and 51.

Maybe we're just more diverse than a lot of people.

Right. Individual experience is not a reasonable guide. The play-test group for LOST CITY OF GAXMOOR consisted of about 40 different

players, all male, and 90% under age 20. My group has 10 people in it, one female. If I used those figures, I'd conclude that 1 gamer in 50 was female;)

Cheers,
Gary

Col_Pladoh

Saturday, 1st November, 2003, 06:23 PM

Quote:

*Originally Posted by **grodog***

Hey Gary---

Any updates on the Castle Zagyg project for us?

Check out the Troll Lorg Games website;) I am indeed working on a large campaign-base module to introduce a new setting for the castle and dungeons. Rob is outlining a follow up module to it, and then, the Good Lord willing and the creek don't rise, we should tackle the actual Zagyg's Castle and the dungeon levels thereunder, revising them so that other DMs can make heads and tails out of the shorthand we used for encounters. Of course, much of what happened was made up on the spot by Rob or me, so we'll have a good deal of quantification to attend to.

Cheers,
Gary

Col_Pladoh

Saturday, 1st November, 2003, 06:32 PM

Quote:

*Originally Posted by **blackshirt5****Gary, what do you think of recent books dealing with sex and intimacy in RPGs, such as Encyclopedia Arcane: Nymphology, Naughty & Dice, and the BoEF?*

In a word, jejune.

To my way of thinking that sort of material is absolutely unnecessary. If individual DMs want to have it in their campaigns, fine. Producing supplemental material of the sort gives the detractors of the RPG more ammunition with which to attack while providing nothing of substance or value to the game form. The motivation for publishing such material is most likely money to be made from pandering thus.

Cheers,
Gary

blackshirt5

Saturday, 1st November, 2003, 06:44 PM

Quote:

*Originally Posted by **Col_Pladoh****In a word, jejune.**To my way of thinking that sort of material is absolutely unnecessary. If individual DMs want to have it in their campaigns, fine. Producing supplemental material of the sort gives the detractors of the RPG more ammunition with which to attack while providing nothing of substance or value to the game form. The motivation for publishing such material is most likely money to be made from pandering thus.*Cheers,
Gary

You're kinda vague there Mr. Gygax. Tell us how you really feel. :)

What about the dungeon crawl do you think makes it such a great medium for a game? What is it about fighting and thieving(I know, not a real word, but one I picked up from my brief stint in 2nd edition) your way through the ruins of a castle(or graveyard, or evil temple) that appeals to you?

Faraer

Saturday, 1st November, 2003, 06:46 PM

And yet the bowdlerized Comics Code norm created at TSR after your time there, Gary, is a far cry from the adult, red-blooded fantasy of the original D&D and its swords & sorcery influences. Individual d20 publishers might have the motive you mention, but some kind of corrective (to what you'd call the 'politically correct') is surely needed.

As far as I know, that survey is the only large-scale piece of RPG market research done, at least since 1990 or so. It's all we have to go on as to RPG demographics (other than anecdotal evidence, of course).

Faraer

Saturday, 1st November, 2003, 06:47 PM

How old is this term 'dungeon crawl', anyway?

Joseph Elric Smith

Saturday, 1st November, 2003, 06:50 PM

Quote:

*Originally Posted by **Faraer****How old is this term 'dungeon crawl', anyway?*First time w3e used it was a little over 25 years ago
Ken

Col_Pladoh

Saturday, 1st November, 2003, 06:52 PM

Quote:

Originally Posted by **Geoffrey**

Wow! Sounds like something to look forward to. :D

Oops!

Missed this earlier.

There is a boxed "Primer" Legendary Adventure RPG set now in play-testing, and it should be in print by spring. To compliment it I have just finished a campaign-base module so the new Lejend Masters who have picked up the boxed set will have solid material to use in creating their campaigns.

If all goes as planned, after these hit there will be two core rules supplements coming out, and then a series of hardback LA game books.

Cheers,
Gary

Col_Pladoh

Saturday, 1st November, 2003, 06:58 PM

Quote:

Originally Posted by **blackshirt5**

You're kinda vague there Mr. Gyga. Tell us how you really feel. :)

What about the dungeon crawl do you think makes it such a great medium for a game? What is it about fighting and thieving(I know, not a real word, but one I picked up from my brief stint in 2nd edition) your way through the ruins of a castle(or graveyard, or evil temple) that appeals to you?

Appeals to me? That sort of action-adventure appeals to the vast majority of RPGers, as the success of new D&D amply demonstrates. Of far greater note is the fact that the whole of the electronic RPG field is nothing but that sort of play;) The age group for the latter sort of games is older than for the paper game too.

I'll not bother to go into the psychological reasons for a couple of reasons--time and expertise :eek:

Cheers,
Gary

blackshirt5

Saturday, 1st November, 2003, 07:04 PM

Quote:

Originally Posted by **Col_Pladoh**

Appeals to me? That sort of action-adventure appeals to the vast majority of RPGers, as the success of new D&D amply demonstrates. Of far greater note is the fact that the whole of the electronic RPG field is nothing but that sort of play;) The age group for the latter sort of games is older than for the paper game too.

I'll not bother to go into the psychological reasons for a couple of reasons--time and expertise :eek:

*Cheers,
Gary*

I've got time. The expertise...well, everybody is an expert on their own mental state, right?

Just to note, I'm a fan of the dungeon crawl. Two of my players disagree, though.

Col_Pladoh

Saturday, 1st November, 2003, 07:09 PM

Quote:

Originally Posted by **Faraer**

And yet the bowdlerized Comics Code norm created at TSR after your time there, Gary, is a far cry from the adult, red-blooded fantasy of the original D&D and its swords & sorcery influences. Individual d20 publishers might have the motive you mention, but some kind of corrective (to what you'd call the 'politically correct') is surely needed.

TSR's reaction to criticism was quite foolish, IMO. No matter what they did those criticizing would not cease, and they bought no product either. However, cheap sensationalism dealing with sex is hardly a mature response to anything other than a desire to make sales.

Quote:

As far as I know, that survey is the only large-scale piece of RPG market research done, at least since 1990 or so. It's all we have to go on as to RPG demographics (other than anecdotal evidence, of course).

Do we really know how reliable the WotC survey was? I don't think so.

There was a fairly extensive survey done by Role-Playing Tips Weekly in conjunction with my website in which somewhere over 5K respondents

were counted. The percentage of females there was well under 5%.

I know of one study being conducted by a post-graduate student. She is awaiting funding to proceed, but so far has developed what she believes is a statistically reliable sampling that shows a c. 7% female audience, I do not know the margin of error.

Cheers,
Gary

blackshirt5

Saturday, 1st November, 2003, 07:15 PM

Also, who were the Circle of Eight, and what classes were they? I know of Mordenkainen the Mage, but who were the others?

Endur

Saturday, 1st November, 2003, 07:18 PM

I think the gender imbalance has quite a bit of variability depending on the medium and the age.

I know a couple of 50 year old women who play the Baldur's Gate game on a game console. And I don't think either of them have ever played D&D on the table top, although they have probably played other computer games in the past as well.

I think rpg's in general are closer to the 10% figure with computer and on-line games having a higher % and Vampire games might be closest to 50%.

When my tabletop group of players (in their 30's) meets, we usually have my sister and my girlfriend, which means two of the half-dozen players are female.

Quote:

*Originally Posted by **Col_Pladoh***

Do you really believe that figure? I certain do not, nor have I seen their documentation. Other surveys I have seen develop a much lower percentage of female gamers, something between 5% and 10%.

*Cheers,
Gary*

Joseph Elric Smith

Saturday, 1st November, 2003, 07:21 PM

Quote:

*Originally Posted by **Col_Pladoh***

Oops!

Missed this earlier.

There is a boxed "Primer" Legendary Adventure RPG set now in play-testing, and it should be in print by spring. To compliment it I have just finished a campaign-base module so the new Lejend Masters who have picked up the boxed set will have solid material to use in creating their campaigns.

If all goes as planned, after these hit there will be two core rules supplements coming out, and then a series of hardback LA game books.

*Cheers,
Gary*

Very nice, It is always good to have solid material to help out the new groups that pick things up.
Ken

Col_Pladoh

Saturday, 1st November, 2003, 07:46 PM

Quote:

*Originally Posted by **blackshirt5***

Also, who were the Circle of Eight, and what classes were they? I know of Mordenkainen the Mage, but who were the others?

Well...

To be completely accurate, I'd have to do a search to find the ring binder in which all that information is kept. Haven't looked at it for almost 20 years now. From memory the original CoE was composed of my PCs--Mordenkainen, Bigby, Yrag, Rigby, Felnorith, Zigbie, Vram & Vin. In the novel version the Circle was expanded to encompass other PCs in my campaign such as Tenser.

It came into being because Mordenkainen and Associates had a lot of wealth stored up from successful adventuring, located a place for a stronghold deep in enemy territory to assure plenty of action, and then went to work building the citadel. As there was an small army of dwarves associated with the larger, mounted field army, the building project went relatively quickly, about three game years to complete. While it was in progress, the "boys" were active in raiding the lands around to keep the enemy forces back on their heels.

Cheers,
Gary

Col_Pladoh

Saturday, 1st November, 2003, 07:52 PM

Quote:

*Originally Posted by **Endur***

I think the gender imbalance has quite a bit of variability depending on the medium and the age.

Quite so. When I am commenting in regards to a 10% female audience I am referring to paper & pencil RPGs, not LARPGs, or electronic forms, including online text/Chat gaming or MMP ones.

I have no reliable estimate of female participants in LARPing, but it is certainly above 10%, and might approach 50%. I have some information that places the computer "RPG" audience at in the 20% range, and online play higher, more like 30%.

Cheers,
Gary

Ed Cha

Saturday, 1st November, 2003, 08:53 PM

Gary,

Speaking of dungeon romps and such, where are you taking your game to lately? Are you doing dungeons, forests, deserts, battlefields, castles, or something else?

Ed

Col_Pladoh

Saturday, 1st November, 2003, 10:00 PM

Quote:

*Originally Posted by **Ed Cha***

Gary,

Speaking of dungeon romps and such, where are you taking your game to lately? Are you doing dungeons, forests, deserts, battlefields, castles, or something else?

Ed

Creatively, yes. All of the above plus a town and some villages.

My group is just starting in THE HERMIT adventure, but I've not GMed for a three weeks, and won't again until the middle of this month because work load.

Cheers Ed,
Gary

Fester

Saturday, 1st November, 2003, 10:18 PM

Hi Gary,

I have a number of links on my website which link to your old site - mainly your FAQ. I notice that the development of your new site seems to be fairly dormant (though looks could obviously deceive here). Any news on when you're hoping to get the new site up and running? And will you have the old FAQ there, or something similar?

Col_Pladoh

Saturday, 1st November, 2003, 11:01 PM

Quote:

*Originally Posted by **Fester***

Hi Gary,

I have a number of links on my website which link to your old site - mainly your FAQ. I notice that the development of your new site seems to be fairly dormant (though looks could obviously deceive here). Any news on when you're hoping to get the new site up and running? And will you have the old FAQ there, or something similar?

Seems that my new webmaster has been innindated with various demands that heve prevented him from getting the website up and functioning:)

Soon...

Cheers
Gary

sluggo the sleazebag

Sunday, 2nd November, 2003, 12:19 AM

Hi Gary...

Looks like my letter got overlooked (top of page 7), no doubt due to the flood of letters you routinely receive. Any chance you could look over those questions for me?

Thanks in advance,

Sluggo

Col_Pladoh

Sunday, 2nd November, 2003, 02:24 PM

Hi Sluggo!

Indeed I did miss the message below. As you are are likely a Little Lulu fan, how can I refuse to answer?

Quote:

*Originally Posted by **sluggo the sleazebag***

Hey there Gary...

Glad to hear that Castle Z is moving right along. How exciting it must be to share it with your fans after all these years. In the meantime, I hope you won't mind fielding a couple design questions.

What I am working on now is what Rob would call backfill. Seeing as how the original setrting for the work can't be used, I am creating a large module with a campaign area of managable size that's filled with a lot of material that establishes the politics and society of the area, its ecomony and monetary system. There is a walled town, some small communities, a great inn, and all the surrounding terrain is described and keyed for encounters and random ones too, with many adventure hooks and five dungeon-level-like areas that I have yet to flesh out as I await the final monsters list for the C&C rules.

Meantime, Rob is outlining an add-on module that will introduce Zagyg's original residence in the area.

Quote:

I'm sure you've had some great ideas pop up over the years. Ideas that, for one reason or another, you couldn't put to paper. What I want to know is: How much of Castle Z will absorb those sudden moments of satori, and how much of it will retain its original splendor?

The whole of the combined material Rob and I put together would be far too large for publication, 50 levels or so. What I have done is gone back to my original design of more modest scope, because I doubt the work will need to accommodate groups of 20 PCs delving on a daily basis.

As Rob learned from me, he too DMed by the proverbial seat of the pants method. A single line of notes for an encounter was sufficient for wither of us to detail a lengthy description, action, dialog, tricks or traps, and all the rest. As this is not the stuff of modules, we will have to do the same thing as we go over each encounter on the map, actually recording our otherwise extemporized details for the reader.

The most interesting and demanding features of levels will be retained, but the maps will have to be re-drawn from originals. the latter were altered as we merged dungeons, and as PCs interacted with the complex. At one time Robilar, Tenser, and Terik converted the first level of the dungeons to their base.

In short the original upper and lower parts of Castle Greyhawk changed many times over the years they were in active use. What we will do is to take the best of the lot and put that into a detailed format usable by anyone, no "winging-it" required. Noite that it is "Zagyg's Castle", so no tedious explanations of how the denizens of the place got there will be needed.

Quote:

I'm also curious as to whether your extensive gaming experience has tempered the encounters therein or have you chosen to preserve the Castle as it first appeared when Robilar and company made their initial forays?

The desire to build upon one's early work is a temptation not easily overcome. You could hardly be condemned for doing so, but I imagine there's a percentage of fans who would hope for either result. What can you share about your design plans so far?

Sincerely,

Sluggo

To be frank, the castle changed over the years, so "original" is moot. As levels were added by me, new nad different things were introduced. When after a couple of year's of time Rob became my co-DM there was a massive alteration in the upper works of the castle, a whole, massive new 1st level was created, and then the level plan for the expanded lower levels of the dungeon was created anew, with the original levels of my making incorporated with those of Rob's dungeons, plus a number of new ones we created to fill the whole scheme.

Again, what our challenge is going to be is to cull the extraneous, take the best, and re-create the details we made up on the spot. Of course the most famous things will be there, along with most of the best parts that are not well-known through story and word of mouth. Of course, the expanded work's multiple levels will have to be cut back. Having six second level maps is not only impossible for a published work but quite unnecessary for a normal campaign.

Remember, when Castle Greyhawk was in its heyday, groups of 10 or more PCs would adventure in it several times a week, many of the players in each group different from the previous ones.

Cheers,
Gary

All times are GMT +1. The time now is 03:42 PM.

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johnsemlak

Sunday, 2nd November, 2003, 05:09 PM

Thanks very much for the update on CG Gary! Definitely looking forward to it.

sluggo the sleazebag

Sunday, 2nd November, 2003, 06:52 PM

Thanks, Gary. The whole thing sounds great. I look forward to its publication (as with the Hall of Many Panes).

Col_Pladoh

Tuesday, 4th November, 2003, 11:10 PM

Quote:

*Originally Posted by **sluggo the sleazebag****Thanks, Gary. The whole thing sounds great. I look forward to its publication (as with the Hall of Many Panes).*

I had hoped that the Hall of Many Panes would be hitting the shops soon, but the Trolls inform me that the art for the cover has not come in, so it looks like the launch of the boxed campaign-sized module will be winter-spring 2004. Such is the life of a game designer :rolleyes:

Cheers,
Gary

Joseph Elric Smith

Tuesday, 4th November, 2003, 11:21 PM

Quote:

*Originally Posted by **Col_Pladoh****I had hoped that the Hall of Many Panes would be hitting the shops soon, but the Trolls inform me that the art for the cover has not come in, so it looks like the launch of the boxed campaign-sized module will be winter-spring 2004. Such is the life of a game designer :rolleyes:*

Cheers,
Gary

Well we wait a bit longer, but it is coming out and that is the best part :)
ken

MerricB

Tuesday, 4th November, 2003, 11:22 PM

Quote:

*Originally Posted by **Col_Pladoh****I had hoped that the Hall of Many Panes would be hitting the shops soon, but the Trolls inform me that the art for the cover has not come in, so it looks like the launch of the boxed campaign-sized module will be winter-spring 2004. Such is the life of a game designer :rolleyes:*

About the only good thing I can say about that is that perhaps my finances will have recovered enough to afford it then.

But of course, if it came out now, I'd *find* the money. :)

I'm so looking forward to the HoMP. How long did it take your group to complete it, Gary?

Cheers!

Col_Pladoh

Tuesday, 4th November, 2003, 11:29 PM

Quote:

*Originally Posted by **MerricB****About the only good thing I can say about that is that perhaps my finances will have recovered enough to afford it then.**But of course, if it came out now, I'd find the money. :)**I'm so looking forward to the HoMP. How long did it take your group to complete it, Gary?*

Cheers!

Heh, Merric;)

They took about 50 weeks to get through the whole of the module, and they generally played very expertly, so as to manage to get through some scenarios in an evening's play that I thought would take at least twice that. On balance though, any veteran group should be able to manage it in 40-60 sessions of 3-4 hours playing time.

Cheers,
Gary

Upper_Krust

Wednesday, 5th November, 2003, 01:02 AM

Hi Col_Pladoh mate! :)

I hope you and the family are keeping well?

Any update on those 'hush hush' secret Graphic Novel adaptations of a certain Rogues adventures? Or is it still too early to talk about them? :p

mossfoot

Wednesday, 5th November, 2003, 05:06 AM

Hey Gary ;)

How hard do you find it to keep a solid game going and work on so many different projects? I mean, I barely have a once a week game going on over here with my job and stuff!

Yeah, this is partly an excuse to say Hi somewhere else, but I am honestly curious, too ;)

grodog

Wednesday, 5th November, 2003, 05:30 AM

Gary---

Thanks for the extensive update on the Castle project. Do you plan to include the Black Reservoir in it? BTW, I finally put the story of that Castle Greyhawk exploration episode up on my site at <http://www.greyhawkonline.com/grodog...eservoir1.html> :D

Col_Pladoh

Wednesday, 5th November, 2003, 01:17 PM

Quote:

*Originally Posted by **Upper_Krust***

Hi Col_Pladoh mate! :)

I hope you and the family are keeping well?

Any update on those 'hush hush' secret Graphic Novel adaptations of a certain Rogues adventures? Or is it still too early to talk about them? :p

Argh!

A sore subject that.

Because of the poor market for comics, there is now a question of the project going forward:(

I have a query into the licensee, but no response yet--just sent it on Monday. It has brought me to wonder about our not including a "print or pay" clause in the contract, though, ala films. Option money being small, the publisher has no real incentive to go forward in many cases without such a requirement.

If this goes into the dumper I will be most sad. Keep your fingers crossed that we can find a way for it to happen despite the bad market conditions.

Cheers,
Gary

Col_Pladoh

Wednesday, 5th November, 2003, 01:21 PM

Quote:

*Originally Posted by **mossfoot***

Hey Gary ;)

How hard do you find it to keep a solid game going and work on so many different projects? I mean, I barely have a once a week game going on over here with my job and stuff!

Yeah, this is partly an excuse to say Hi somewhere else, but I am honestly curious, too ;)

Heh, Noah...

Love the mini ads for Fuzzy Knights!

Funny you should mention my campaign. As a matter of fact I cancelled four sessions so as to be able to keep up with work. We resume play this month on the 15th.

Cheers,
Gary

Col_Pladoh

Wednesday, 5th November, 2003, 01:47 PM

Quote:

*Originally Posted by **grodog***

Gary---

Thanks for the extensive update on the Castle project. Do you plan to include the Black Reservoir in it? BTW, I finally put the story of that Castle Greyhawk exploration episode up on my site at <http://www.greyhawkonline.com/grodog...eservoir1.html> :D

Darn! Thanks for posting the link:)

Allan, I had totally forgotten that lurid tale I wrote. It was a dramatization of an actual dungeon adventure into the enlarged Castle Greyhawk that Rob and I co-DMed, of course, and an accurate one too. The strange rod was a Dirdir laser pistol gained from adventuring through a gate that brought PCs to the "Pkanet of Adventure" and the "Carabas" thereof.

Anyway, I have the map of the level, of course, and it might make it into the revised form we need to have so as to have a product that is publishable. At worst it can be used as a potential add-on module to the main levels.

So I have saved the story and will see what can be done in regards including the level in the Zagyg's Castle project.

Cheers,
Gary

Joseph Elric Smith

Wednesday, 5th November, 2003, 03:08 PM

Quote:

*Originally Posted by **Col_Pladoh***

Argh!

A sore subject that.

Because of the poor market for comics, there is now a question of the project going forward:(

I have a query into the licensee, but no response yet--just sent it on Monday. It has brought me to wonder about our not including a "print or pay" clause in the contract, though, ala films. Option money being small, the publisher has no real incentive to go forward in many cases without such a requirement.

If this goes into the dumper I will be most sad. Keep your fingers crossed that we can find a way for it to happen despite the bad market conditions.

*Cheers,
Gary*

Ack!!! I hope it does come to pass.
ken

Breakdaddy

Wednesday, 5th November, 2003, 04:29 PM

Hi Gary, Glad to see you still lurking about! Do you ever play 3rd edition D&D or will you only play earlier editions? Also, since you seem to endorse Arcana Unearthed by Monte Cook, do you get to play this variant much, and if so, what is your favorite class?

Cheers,
Breakdaddy

Col_Pladoh

Wednesday, 5th November, 2003, 05:22 PM

Quote:

*Originally Posted by **Breakdaddy***

Hi Gary, Glad to see you still lurking about! Do you ever play 3rd edition D&D or will you only play earlier editions? Also, since you seem to endorse Arcana Unearthed by Monte Cook, do you get to play this variant much, and if so, what is your favorite class?

*Cheers,
Breakdaddy*

Howdy!

Actually, I don't get to play any RPGs much at all, other than to serve as the Lejend Master for my Lejendary Adventure campaign. Time is short, and I seldom am away from the computer and work.

I don't enjoy new D&D, but I will happily play original D&D or OAD&D when opportunity presents itself. In fact, I am working on an extensive campaign base module for the upcoming Castle & Crusade rules from Troll Lord Games. It is an OGL-based system that aims at coming close to OAD&D, and if that effort succeeds, then Rob Kuntz and I will be going to work on producing a version of the original Castle Greyhawk that is suitable in size and detail for the C&C system and the strictures of publishing such a potentially massive work. In short, we'll cut the size back to something in the range of 20 levels, a bit larger than my original work but a lot smaller than the combined material Rob and I used to entertain player groups of 10-20 persons several times a week.

This will be a lot of work, as we both used very sketchy encounter notes, a single line was typical, for "winging" was the favored approach to all adventures. Quantifying will eat up much time and space, not to mention the re-drafting of old level maps to fit the new configuration we have outlined.

The salient features of the original dungeons will be retained, of course. If the work proves to be sufficiently popular we can always supplement the base with add-ons too, just as we did with the campaign material through opening new split and side levels, placing transporters into dungeon areas to move PCs to separate adventure areas akin to those published as separate modules--DUNGEONLAND, LAND BEYOND THE MAGIC MIRROR, and ISLE OF THE APE.

As for Monte's ARCANA UNEARTHED, I was impressed with the work because of its facility of using the D&D base to present a whole new and substantially different milieu. I would have very much liked to play some in it, as I did the 3E game in the long playtest of the LOST CITY OF GAXMOOR, but that wasn't possible, as the Good Mr. Cook doesn't live in the Lake Geneva area;)

Cheers,
Gary

Upper_Krust

Wednesday, 5th November, 2003, 05:31 PM

Hey Col_Pladoh mate! :)

Quote:

*Originally Posted by **Col_Pladoh***

Argh!

A sore subject that.

Because of the poor market for comics, there is now a question of the project going forward. :(

Dear goodness, that's terrible news. :(

Quote:

*Originally Posted by **Col_Pladoh***

I have a query into the licensee, but no response yet--just sent it on Monday. It has brought me to wonder about our not including a "print or pay" clause in the contract, though, ala films. Option money being small, the publisher has no real incentive to go forward in many cases without such a requirement.

If this goes into the dumper I will be most sad. Keep your fingers crossed that we can find a way for it to happen despite the bad market conditions.

I will indeed be keeping my fingers crossed, I have been awaiting this for some eighteen months now (or whenever it was you first mentioned it here on the boards) and I will be almost as gutted as yourself if it falls through.

Best of luck (in everything) Gary. :)

Col_Pladoh

Wednesday, 5th November, 2003, 05:56 PM

Well, Upper_Krust...

If the project gets cancelled, the sole consolation will be that it was due to a lousy comic book market, not that the product was lacking. It seems at this time all that's moving well are trilogies. How one can publish trilogies and complete a graphic novel thus is something of a poser :rolleyes:

Ciao,
Gary

Krypter

Wednesday, 5th November, 2003, 06:20 PM

Hello Gary,

I was wondering how you developed the world of Greyhawk. I know it was undoubtedly an organic growth with pieces being fleshed out through your games, but later on when the project was becoming commercial, did you have specific design goals for Greyhawk? I've heard people commenting that Forgotten Realms is a "high-magic" setting with really powerful NPCs doing most of the adventuring while Greyhawk is a grittier world where evil often wins and even the most powerful NPCs (like the Circle of Eight) promote Neutrality rather than Good. The history of Greyhawk does seem a lot nastier than FR.

Was this intentional design or a later development at TSR?

Quote:

*Originally Posted by **Col_Pladoh***

I don't enjoy new D&D, but I will happily play original D&D or OAD&D when opportunity presents itself.

In fact, I am working on an extensive campaign base module for the upcoming Castle & Crusade rules from Troll Lord Games. It is an OGL-based system that aims at coming close to OAD&D

Hello Gary,

Based on this I was curious if you've tried HackMaster which is based on 1E/2E.

Sorry if this has been asked before, but I've only just discovered these threads. I'm also looking forward to the Troll Lord project.

Tom

Ed Cha

Wednesday, 5th November, 2003, 07:39 PM

Gary,

I've noticed you seem to be writing a lot of mega-modules lately. Is this a publishing decision or just because you like doing them?

Personally, I'm not a big fan of mega-modules unless they're really good like the ones you did with "Necropolis" or "The Temple of Elemental Evil". I'd much prefer a series.

Ed

Col_Pladoh

Wednesday, 5th November, 2003, 08:34 PM

Quote:

*Originally Posted by **Krypter****Hello Gary,**I was wondering how you developed the world of Greyhawk. I know it was undoubtedly an organic growth with pieces being fleshed out through your games, but later on when the project was becoming commercial, did you have specific design goals for Greyhawk? I've heard people commenting that Forgotten Realms is a "high-magic" setting with really powerful NPCs doing most of the adventuring while Greyhawk is a grittier world where evil often wins and even the most powerful NPCs (like the Circle of Eight) promote Neutrality rather than Good. The history of Greyhawk does seem a lot nastier than FR.**Was this intentional design or a later development at TSR?*

Well...

When I was asked by TSR to do my World of Greyhawk as a commercial product I was taken aback. I had assumed most DMs would far prefer to use their own world settings. Furthermore, as I was running a game with a large number of players involved, I really didn't want to supply them with the whole world on a platter. I'll repeat here what has been told before:)

I found out the maximum map size TSR could produce, got the go-ahead for two maps of that size, then sat down for a couple of weeks and hand-drew the whole thing. After the maps were done and the features shown were named, I wrote up brief information of the features and states. Much of the information was drawn from my own personal world, but altered to fit the new one depicted on the maps.

Whatever came out from TSR regarding the World of Greyhawk up through 1985 was from me, with a bit of material added as filler coming from Frank Mentzer after I approved the work.

The relatively low level of NPCs, and the balance between alignments was done on purpose so as to facilitate the use of the world setting by all DMs. With a basically neutral environment, the direction of the individual campaign was squarely in the hands of the DM running it. The Circle of Eight came into the setting when it seemed to me that my PCs were generally too powerful to remain in active play, and they were put into the mix for DMs to use in case they wanted to keep the setting from being dominated by Good or Evil, to a lesser extent Law or Chaos and even true Neutrality. That was done because to my way of thinking dominance by one alignment group tends to restrict the potential for adventuring.

If that doesn't fully answer your question, come on back.

Cheers,
Gary

Col_Pladoh

Wednesday, 5th November, 2003, 08:47 PM

Quote:

*Originally Posted by **Elodan****Hello Gary,**Based on this I was curious if you've tried HackMaster which is based on 1E/2E.**Sorry if this has been asked before, but I've only just discovered these threads. I'm also looking forward to the Troll Lord project.**Tom*

Actually, I have only read through the player's handbook for the system. After doing that I posted on the www.Dragonsfoot.org boards that the system was worth a look, because it had material usable by DMs with OAD&D campaigns. Frankly, I'd much rather play OAD&D than get into what started out as a parody of the game, then developed into a somewhat more serious RPG. To my taste the HM system isn't an improvement over OAD&D, so there's no incentive to invest in all the books now required to play it, learn the system changes necessary to properly GM and play it.

Cheers,
Gary

Col_Pladoh

Wednesday, 5th November, 2003, 09:02 PM

Duplicate post deleted.

Col_Pladoh

Wednesday, 5th November, 2003, 09:25 PM

Quote:

Originally Posted by **Ed Cha**

Gary,

I've noticed you seem to be writing a lot of mega-modules lately. Is this a publishing decision or just because you like doing them?

Personally, I'm not a big fan of mega-modules unless they're really good like the ones you did with "Necropolis" or "The Temple of Elemental Evil". I'd much prefer a series.

Ed

Hi Ed,

There are plenty of short modules around, and when I am writing an adventure I figure why not add a little more effort and make the work something that I can use for a longer period of time? I really don't like module writing all that much, but once I get started on it I get into the work and have fun, so they tend to grow apace thus. There is another motive behind this, of course. That is that I don't want to create a module that is like any of the others I've done, so I tend to seek further afield for something new and different for most of this form of writing.

However, I have just sent in a LA "Primer" game campaign-base module for the Trolls to release immediately after the boxed set hits the stands. It isn't all that long, contains a village with some role-playing activity as it's introduction, some combat in that as things do along, then a couple of relatively short fprays for adventuring outside the hamlet, and as a capper a rather lengthy dungeon crawl. With that I've tossed in a goodly number of expansion ideas and adventure springboards for the GM to use to build a local campaign, and it's all under 60K words, with three encounter area maps and one map of the hamlet of c. 400 pop.:)

The introductory campaign-base module meant for the new C&C rules is considerably larger, a bixed set size likley, but that's because it is to serve as the platform for a slug of add-on parts meant to come thereafter, one of which Rob Kuntz has outlined now.

Cheers,
Gary

ColonelHardisson

Thursday, 6th November, 2003, 06:10 AM

Hiya Gary. This is a question a bit off the beaten path for these threads, but I thought I'd ask you as a fellow Robert E. Howard/Conan fan...with L. Sprague deCamp's death a couple of years ago, a chapter in the Cimmerian's printed saga ended. I always thought deCamp was a talented, imaginative writer when doing his own material, but I didn't very much care for his rewriting of Howard's material to make it more "palatable" for a modern audience (which was pretty much how it was justified). What are your thoughts on his role in helping to popularize Conan? Other than Glen Lord, I can't think of anyone other than deCamp more instrumental in making Conan popular. On the other hand, the often draconian rewrites of Howard obscured the raw power of Howard's prose in many instances. Thoughts? Agree/disagree?

Plus, did you ever read any of Lin Carter's Callipygia/Mandricardo books? If so, any opinions?

Col_Pladoh

Thursday, 6th November, 2003, 12:57 PM

Greetings ColonelHardisson!

As a fan of REH and Conan, I must say that I find no fault in your analysis of Sprague's handling of the revisions he did. De Camp was one of my favorite authors, especially when he wrote with Fletcher Pratt, but his work on Howard's original material left me cold. I found it inferior to the original writing. I read my first Conan yarm c. 1948 and was captivated.

As for Lin Carter's work, I fear I have nothing positive to say, for I didn't like his style.

Cheers,
Gary

Ed Cha

Thursday, 6th November, 2003, 05:52 PM

I would love to play in a Castles & Crusades game next year at the Milwaukee Gamefest if you were running one, Gary. :)

Also, can you tell me if C&C will have any similarities to the pre-D&D games that you played in that wargaming group? I think I'm on the membership list for C&C at TLG, but I haven't gotten the full 411 from Steve or Davis yet.

By the way, have you heard of the Tom Wham and Jim Ward project, "Planet Busters"? I just read a TLG press release about it.

Col_Pladoh

Thursday, 6th November, 2003, 08:49 PM

Quote:

Originally Posted by **Ed Cha**

I would love to play in a Castles & Crusades game next year at the Milwaukee Gamefest if you were running one, Gary. :)

Also, can you tell me if C&C will have any similarities to the pre-D&D games that you played in that wargaming group? I think I'm on the membership list for C&C at TLG, but I haven't gotten the full 411 from Steve or Davis yet.

By the way, have you heard of the Tom Wham and Jim Ward project, "Planet Busters"? I just read a TLG press release about it.

Felicitations!

The direction of the C&C rules is not my perview, Ed, although I do get input, so you'll have to see what the Trolls have to say about the matter.

I have heard that TLG was working with Tom, but with my nose to the creative grindstone here I don't have much time for delving into those things that might distract;)

Cheers,
gary

grodog

Saturday, 8th November, 2003, 06:17 PM

Quote:

*Originally Posted by **Col_Pladoh***

Darn! Thanks for posting the link;)

De nada, Gary. I don't know that I have collected any other gems like that, but if anything comes up I'll forward it to you and Rob.

Quote:

Allan, I had totally forgotten that lurid tale I wrote. It was a dramatization of an actual dungeon adventure into the enlarged Castle Greyhawk that Rob and I co-DMed, of course, and an accurate one too. The strange rod was a Dirdir laser pistol gained from adventuring through a gate that brought PCs to the "Pkanet of Adventure" and the "Carabas" thereof.

I wondered if the ray-gun had come from there or from the Barrier Peak starship; thanks for clearing that up!

Quote:

Anyway, I have the map of the level, of ourse, and it might make it into the revised form we need to have so as to have a product that is publishable. At worst it can be used as a potential add-on module to the main levels.

So I have saved the story and will see what can be done in regards including the level in the Zagyg's Castle project.

Excellent, and I'm glad to hear that. The episode definitely captured my imagination!

On a module-related note, I recently dusted off my copy of GW1 Legion of Gold, which you co-wrote with Luke and Paul Reiche. This is the only TSR-era module that I recall you co-writing---was this effort one that you worked up from Luke's concepts, or vice-versa? I only know Paul Reiche from his OD&D books published with Erol Otus; what were his contributions to the final adventure?

Thanks again for the news on the Black Reservoir Gary---it makes my birthday morning brighter already :D

Col_Pladoh

Saturday, 8th November, 2003, 07:06 PM

Quote:

*Originally Posted by **grodog***

On a module-related note, I recently dusted off my copy of GW1 Legion of Gold, which you co-wrote with Luke and Paul Reiche. This is the only TSR-era module that I recall you co-writing---was this effort one that you worked up from Luke's concepts, or vice-versa? I only know Paul Reiche from his OD&D books published with Erol Otus; what were his contributions to the final adventure?

Thanks again for the news on the Black Reservoir Gary---it makes my birthday morning brighter already :D

Happy Birthday, Allen:)

I was living in the big place near Clinton, Wisconsin, working in a little library-study there when Luck came in and told me about his ideas for a Gamma World module. He dictated a lot of the content of the Legion of Gold adventure, so I listed him as author. Darned if I can recall what Paul Reiche added to the work, perhaps some development to make it a longer one.

At least he didn't screw anything up as happened with one helpful editor who removed "Mignol Chorts, still fresh in their plastic wrapper," and "Grey modeling clay," as well as "Package of firecrackers" from a long list of things to discover. The idiot left in the C4 explosive, but there was no fooler inert clay, and nothing to set off the plastique, since the flash crackers weren't there. Worst of all, though, no character was able to find and consume the Mignol Chorts, a Tom Whamism for Twinkies;)

Cheers,
Gary

mossfoot

Sunday, 9th November, 2003, 11:15 AM

Quote:

*Originally Posted by **Col_Pladoh***

Heh, Noah...

Love the mini ads for Fuzzy Knights!

Funny you should mention my campaign. As a matter of fact I cancelled four sessions so as to be able to keep up with work. We resume play this month on the 15th.

Cheers,
Gary

Thanks, Gary! I made a couple of them, I think I'll switch over to the animated ad for a while ;)

Whoa! four sessions? Do you generally play once or twice a week? I've been out of it for over a month now, but that was because of a bike trip and my brother visiting Japan... :rolleyes:

Okay, okay, last time I post here, I promise! I bug you enough as it is :D

Col_Pladoh

Sunday, 9th November, 2003, 12:58 PM

Yuppers, Noah,

I scotched four sessions, a month of time as we play only once a week. It is the 13th we resume, though, not the 15th. We play Thursday nights for three to four hours time. When I need to concentrate on creative work not related to the campaign, which was the case, it is necessary to stay focused and working, so there goes game play.

Fortunately all is now in good shape, so the campaign can be run without messing up my work schedule.

The animated ad for Fuzzy Knights is a great one, BTW:)

Cheers,
Gary

ScottGLXIX

Monday, 10th November, 2003, 06:53 PM

Gary, I know you aren't a big fan of psionics. I always thought the psionic hermit from the Lost Caverns of Tsojcanth was a cool encounter though. I'm curious, did you ever have a regular, or semi-regular, PC in your campaign that possessed psionic abilities?
Scott

Col_Pladoh

Monday, 10th November, 2003, 09:00 PM

Quote:

*Originally Posted by **ScottGLXIX***

Gary, I know you aren't a big fan of psionics. I always thought the psionic hermit from the Lost Caverns of Tsojcanth was a cool encounter though. I'm curious, did you ever have a regular, or semi-regular, PC in your campaign that possessed psionic abilities?
Scott

Howdy:)

You are right about "psionics" in AD&D. The system wasn't really set up to handle them properly. No player in my group had them, not did I ever play a PC possessing them in AD&D.

However, in the LEJENDARY ADVENTURE game there is a Psychogenic Ability that would work well, and my one active character possess that capacity, and it is very useful much of the time.

Cheers,
Gary

Flexor the Mighty!

Tuesday, 11th November, 2003, 07:18 AM

Hi Gary.

I was wondering what you thought of the "5% principle" combat, saving throw, and xp charts in Dragon 80. It says it was written by you and Len Lakofka. I was thinking of using them but was interested in your opinion on them.

P.S. if a monster has 8+8 HD, like a Balor, does it have 8d8+64 or 8d8+8 hp? What column would I use on the attack charts?

Col_Pladoh

Tuesday, 11th November, 2003, 01:35 PM

Quote:

*Originally Posted by **Flexor the Mighty!***

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P.S. if a monster has 8+8 HD, like a Balor, does it have 8d8+64 or 8d8+8 hp? What column would I use on the attack charts?

My memory is pretty good, but not *that* good! Heh-heh-heh. *Dragon #80*? that's going way back... My copy is archived and there's no way I can review the material and refresh my memory, so a cogent response is not possible.

As for the second part, the 8+8 HD, that was meant as 8d8+8 hp, but for big monsters like demons I was using d10. I used the 9 HD column for 8+8, but one could reasonable use the 10 HD column.

Cheers,
Gary

Flexor the Mighty!

Tuesday, 11th November, 2003, 04:07 PM

Alas! It was a unified matrix that had all clases and HD of monsters together. It was in the Leomund's Tiny Hut section. Oh well playtesting is the only way to find out how good it works. Supposedly it gives a slightly better chance to hit for PC's and it gives more 5% increases in hit probability to non fighters instead of having them wait 3-5 levels to get a 10-15% increase.

Ok, so a Balor would be 8d10+8 HP or an average of 52 hp, while the dreaded Pit Fiend is a 13 HD badass with an average of 72 hp, and a better attack table. Methinks you have a bias towards LE and devils at the expense of CE demons. Reading some of the stories about how you stuck it to your players maybe you lean towards LE while you DM? =)

Col_Pladoh

Tuesday, 11th November, 2003, 07:18 PM

Quote:

*Originally Posted by **Flexor the Mighty!***

Alas! It was a unified matrix that had all clases and HD of monsters together. It was in the Leomund's Tiny Hut section. Oh well playtesting is the only way to find out how good it works. Supposedly it gives a slightly better chance to hit for PC's and it gives more 5% increases in hit probability to non fighters instead of having them wait 3-5 levels to get a 10-15% increase.

Ah, that rings a tiny bell. I seem to recall that, and I thought Len was being too generous to non-fighters, for they already have other advantages.

Quote:

Ok, so a Balor would be 8d10+8 HP or an average of 52 hp, while the dreaded Pit Fiend is a 13 HD badass with an average of 72 hp, and a better attack table. Methinks you have a bias towards LE and devils at the expense of CE demons. Reading some of the stories about how you stuck it to your players maybe you lean towards LE while you DM? =)

Actually, I was quite TN in my role, unless the party was being stupid or annoying. Then I would become CE in regards to random encounters, or LA in regards adhering to the doom that they brought upon themselves.

Of course the time Rob and I were sharing a bottle of Southern Comfort as we DMed Ernie' magic-user and Mark Ratner's paladin was more of a CE exercise that anything else, mainly because I saw it as a chance to relieve Ernie's PC of the two vorpal blades he had acquired.. I don't think I've ever been forgiven for that adventure...

Cheers,
Gary

Mystery Man

Tuesday, 11th November, 2003, 07:43 PM

Hello,

I'm curious and apologize if this has been asked before; what is your formula for creating an adventure/campaign? Do start with just a sketch of an idea and let your players do with it what they will or do you have a plan? To what level do you flesh out your NPC's before gameday? When you get stuck for an idea how do break out of it?

That should be enough for now. :)

Col_Pladoh

Tuesday, 11th November, 2003, 10:54 PM

Quote:

*Originally Posted by **Mystery Man***

Hello,

I'm curious and apologize if this has been asked before; what is your formula for creating an adventure/campaign? Do start with just a sketch of an idea and let your players do with it what they will or do you have a plan? To what level do you flesh out your NPC's before gameday? When you get stuck for an idea how do break out of it?

That should be enough for now. :)

Howdy MM,

Can't honestly say I have any formula at all for running a campaign adventure or planning a module. When I need to be creative I just sit and ponder some odeas, try to decide what would be challenging and fun to play, and then pick some point and begin putting down information. Sometimes that means an outline of the whole work, other times it's details of one area from which I build "outwards."

As a case in point, when i did the "Giants" series, I began with only the hill giants fort, but as that developed, the concept of a larger adventure came, so that by the time I had finished G1, the springboards for G2 and G3 were well in mind, and the whole of the underworld to follow as well.

The HALL OF AMNY PANES module came from considering what would be an interesting "mini-adventure" that would logically become a year-

long campaign with the characters totally committed to it. So in creating it I did the backstory introduction, and conclusion first, then worked through the rest of the material as ideas came to mind.

Cheers,
Gary

Manzanita

Wednesday, 12th November, 2003, 07:27 AM

Omba and B1

Hi. Gary - it's so nice of you to take your valuable time to answer all these geeky questions. I have to ask a couple too, if only to see the 'Howdy Grant' response from The Man.

I recently reread J.D. Salinger's short story *The Laughing Man*, which features a dwarf named 'Omba.' I couldn't help noticing the similarity to your dwarf Ombi in G3 and The Gord the Rogue series. Coincidence?

Also, I've enjoyed your numerous modules immensely. There is one, *The Keep on the Borderlands*, that I've had the urge to DM lately, as it's for 1st level PCs, but I've been struggling with its premise. It just seems a little strange to have all those different monster groups living in such close proximity in those caves. It just doesn't have quite the epic sense of so many of your others. I have such good memories of playing it as a kid, I just wonder if it still makes sense to you as written.

Thanks
Grant

Col_Pladoh

Wednesday, 12th November, 2003, 01:27 PM

Howdy Grant:)

Quote:

*Originally Posted by **Manzanita***

Hi. Gary - it's so nice of you to take your valuable time to answer all these geeky questions. I have to ask a couple too, if only to see the 'Howdy Grant' response from The Man.

Heh, and the salutation gets that out of the way, eh?

As for answering "geeky questions," I suppose, but my doing that means I am an even bigger geek than those posing them. Fact is that I am a gamer from crown to sole, and I enjoy most things about gaming, so this is fun for me.

Quote:

*I recently reread J.D. Salinger's short story *The Laughing Man*, which features a dwarf named 'Omba.' I couldn't help noticing the similarity to your dwarf Ombi in G3 and The Gord the Rogue series. Coincidence?*

Sheer coincidence indeed, as I missed the Salinger short story you note. Back when I first introduced the villainous dwarf I had a reason for naming him "Pbmi," but darned if I can recall that now, a quarter-century later. I do recall with considerable enjoyment the players' ire at not being able to do for him with their PCs, though. They disliked him so much that I just had to keep bringing him back.

Quote:

*Also, I've enjoyed your numerous modules immensely. There is one, *The Keep on the Borderlands*, that I've had the urge to DM lately, as it's for 1st level PCs, but I've been struggling with its premise. It just seems a little strange to have all those different monster groups living in such close proximity in those caves. It just doesn't have quite the epic sense of so many of your others. I have such good memories of playing it as a kid, I just wonder if it still makes sense to you as written.*

*Thanks
Grant*

The B2 module was written to introduce newbies to the wonders of D&D adventuring. It is not "ecologically correct," but it is fun and entertaining, packed full of new and different challenges. Just between you and me, it makes as much sense as most things in the D&D game such as massive flying dragons that breathe various deadly things. Those who swallow the camel of the entire concept, then strain at gnats of particular monster or situation seem to be losing much of the basis for playing. However, that sort of thing happens as one becomes familiar with the fanciful and begin to qualify the experience by comparison to reality. As you note, modules for more experienced players have more rationalization for setting and encounters.

The short answer is, if you enjoy DMing the KEEP ON THE BORDERLANDS, then why not use it? If the players question anything, make up something on the spot to answer the challenge:)

Cheers,
Gary

Indigo Rose

Thursday, 20th November, 2003, 09:50 PM

Quote:

Originally Posted by **Ed Cha**

I would love to play in a Castles & Crusades game next year at the Milwaukee Gamefest if you were running one, Gary. :)

I definitely second that! I'm really excited about the upcoming C&C project, and if the Trolls are going to be at next year's Gamefest a C&C demo (or possibly a tournament?) would be a lot of fun, I think! :D

Speaking of which, if I may ask, what exactly is it about the Castles & Crusades project which convinced you to associate with it? Thanks!

Indigo Rose
Knight of the Woeful Countenance

Col_Pladoh

Thursday, 20th November, 2003, 11:30 PM

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Originally Posted by **Indigo Rose**

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Indigo Rose
Knight of the Woeful Countenance

Hi Indigo Rose:)

When the Trolls mentioned they were developing a set of rules that would be close to OAD&D, I just had to get involved. As you likely have heard, I've been considering doing a publishable version of my original Greyhawk Castle & Dungeons for some time. The C&S rules should be perfect for that project.

I am so confident of the matter that I have already begun, written most of a campaign-base setting module that's titled ZAGYG'S CASTLE, YGGSBURGH, Part One. It is very large, covers an area the size of a small state, has a walled town, smaller communities, wilderness areas, and a lot of information for the GM in addition to many adventure encounters and springboards for others. I have yet to complete five dungeon-like level areas that are part of the adventures detailed in the base work.

Meantime, Rob Kuntz is writing the second part, the DARK CHATEAU, a sort of introduction as to how Zagyg became as he is now.

After that Rob and I will go to work on the upper levels of the castle, then the dungeons beneath--likely six additional modules, although it might take more to get in all the best of the old levels.

It is going to be a lot of work, but also a good deal of fun:)

Cheers,
Gary

Joseph Elric Smith

Thursday, 20th November, 2003, 11:33 PM

Quote:

Originally Posted by **Col_Pladoh**

Hi Indigo Rose:)

When the Trolls mentioned they were developing a set of rules that would be close to OAD&D, I just had to get involved. As you likely have heard, I've been considering doing a publishable version of my original Greyhawk Castle & Dungeons for some time. The C&S rules should be perfect for that project.

I am so confident of the matter that I have already begun, written most of a campaign-base setting module that's titled ZAGYG'S CASTLE, YGGSBURGH, Part One. It is very large, covers an area the size of a small state, has a walled town, smaller communities, wilderness areas, and a lot of information for the GM in addition to many adventure encounters and springboards for others. I have yet to complete five dungeon-like level areas that are part of the adventures detailed in the base work.

Meantime, Rob Kuntz is writing the second part, the DARK CHATEAU, a sort of introduction as to how Zagyg became as he is now.

After that Rob and I will go to work on the upper levels of the castle, then the dungeons beneath--likely six additional modules, although it might take more to get in all the best of the old levels.

It is going to be a lot of work, but also a good deal of fun:)

Cheers,
Gary

Yes and we are all looking forward to it
ken

cimerians

Friday, 21st November, 2003, 11:41 PM

LA boxed set?

Gary,

Can you give us more info on the LA boxed set and other things the Troll Lords will be releasing? An approximate release date perhaps? I was very excited to hear about the re-issue of LA on Troll Lords site.

Also, will the Lejendary Earth setting be re-released as well in some form from the Trolls?

I also joined C&C....great to hear about all the things they are planning.

By the way how is the Hermit adventure going? Any fatalities yet? ;)

I read through it and its a nice adventure, one I plan on running some-day.

Col_Pladoh

Saturday, 22nd November, 2003, 12:01 AM

Quote:

*Originally Posted by **cimerians***

Gary,

Can you give us more info on the LA boxed set and other things the Troll Lords will be releasing? An approximate release date perhaps? I was very excited to hear about the re-issue of LA on Troll Lords site.

Howdy Cimerians,

The Trolls have a lot of my material on their plate :D

The LA Primer boxed set isn't all turned in yet. Chris Clark just sent me his cut-down version of the creatures and magic items list. I feel we have too many monsters, can't pare more away, but the Trolls will have the final cut ability if that's so. I believe they are shooting for a March premier at the GAMA show, release soon thereafter.

Quote:

Also, will the Lejendary Earth setting be re-released as well in some form from the Trolls?

The remaining three books comprising the "Learth" world setting should all be released next year. Thereafter I do believe that Troll Lord Games is planning to put the five parts into hardback form--likely in 2005. I don't know if it will fit in a single volume, but i hope so..

Quote:

I also joined C&C....great to hear about all the things they are planning.

The project is exciting to me, for sure! Although I am not eager to spend the next two years doing castle-dungeon modules, at least Rob Kuntz is on board, so the work won't eat up every available creative minute. We should begin the actual castle ruins and subterranean levels early next year. Rob is currently working on a follow-up module to my campaign setting one, his being THE DARK CHATEAU, a sort of introduction to the characyer of Zagyg. Meantime, I am awaiting the moster roster for the C&C rules so I can finish my really big introductory piece.

Quote:

By the way how is the Hermit adventure going? Any fatalities yet? ;)

I read through it and its a nice adventure, one I plan on running some-day.

It is a fun adventure that takes a lot of thinking, especially in the beginning, then some tough combat. Our game session slated for yesterday got cancelled because so many of the players were unable to attend. The third session is slated for the Thursday after Thanksgiving, That are about to enter the Gnome Maze.

No fatalities, yet, but this group is all veteran, and a copuple of them have played for many tears, LA for five or so, so if they are as clever as they were in the HALL OF MANY PANES, I don't expect much in the way of Avatar demises.

Cheers,
Gary

V_Shane

Saturday, 22nd November, 2003, 02:44 AM

Quote:

covers an area the size of a small state

Would love to see the map on that!

khyron1144

Saturday, 22nd November, 2003, 04:58 AM

Dear Esteemed Mr. Gygax, inventor of my hobby, and chief deity of my pantheon,
How does it feel to be an adjective? [s e e h e r e](#)
I bet they got what the term means wrong too.

I apologize, if this has been asked before.

Any advice on how a ferret might level? I gave my brother's PC a ferret as a sort of NPC buddy. This creates some unusual situations. Gold is being split two ways between my brother's PC and his Elf NPC buddy, but monster experience is split three ways. There was enough treasure in the first dungeon to let my brother's Thief go up to level four in one adventure, while the Elf went up a level too. The ferret is lagging by a bit. [this D&D where Elf is a character class and there are three alignments].

I'm creative enough to come up with a solution myself, but some advice from the master is always appreciated.

cimerians

Saturday, 22nd November, 2003, 05:00 AM

Hurry

2004 and 2005 could not arrive quicker for me!

LA, box sets, hardbacks, C&C, Z's Castle.....I must say, lots to look forward to!!

Indigo Rose

Saturday, 22nd November, 2003, 07:36 AM

Quote:

*Originally Posted by **Col_Pladoh***

Hi Indigo Rose:)

When the Trolls mentioned they were developing a set or rules that would be close to OAD&D, I just had to get involved. As you likely have heard, I've been considering doing a publishable version of my original Greyhawk Castle & Dungeons for some time. The C&S rules should be perfect for that project.

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After that Rob and I will go to work on the upper levels of the castle, then the dungeons beneath--likely six additional modules, although it might take more to get in all the best of the old levels.

It is going to be a lot of work, but also a good deal of fun:)

*Cheers,
Gary*

My husband and I are anxiously awaiting both the C&C game and Zagyg's Castle, especially after reading all that it will entail! I'm drooling on my keyboard here! Not pretty, but true... :o As soon as I hear that pre-orders are being taken, I'm plunking my \$\$\$ down! There's not much I'm willing to buy rpg-wise, sight unseen, but Zagyg's Castle and C&C definitely both make the cut. :)

Indigo Rose

Saturday, 22nd November, 2003, 07:46 AM

Quote:

*Originally Posted by **Col_Pladoh***

Howdy Cimerians,

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The LA Primer boxed set isn't all turned in yet. Chris Clark just sent me his cut-down version of the creatures and magic items list. I feel we have too many monsters, can't pare more away, but the Trolls will have the final cut ability if that's so. I believe they are shooting for a March premier at the GAMA show, release soon thereafter.

This is another project I'm looking forward to. We've already got the "complete" LA rules, but (and maybe this is just because we're getting older and our brains just aren't as flexible as they used to be!) we've had a difficult time wrapping our heads around the different game concepts. In other words, we keep wanting to refer to AC, hit points, etc. I'm hoping that the boxed set will be to LA what the old "Basic" boxed sets were to AD&D back in the early 80's, and I can just ease my way into the game! :D If we had a LA gaming group in the area, it would probably be easier on us, but it's just the two of us right now. Lots of things to look forward to!

Indigo Rose
Knight of the Woeful Countenance

Col_Pladoh

Saturday, 22nd November, 2003, 12:36 PM

Quote:

*Originally Posted by **V_Shane***

Would love to see the map on that!

My hand-drawn map covers an area of c. 44 by 34 miles extent, with descriptive text expanding it to a possible 64 by 54. I am hopeful that Darlene will do the map, as she did the original World of Greyhawk pair. I put her in touch with Troll Lord Games in this regard.

Anyway, the size was kept relatively small so as to be such that it could be dropped into a campaign world setting without undue difficulty;)

Cheers,
Gary

Joe123

Saturday, 22nd November, 2003, 12:49 PM

Hi Gary,

I understand that you are the author of the rulebooks for Advanced Dungeons & Dragons (1st edition). I am curious as to why you renamed the game from Dungeons and Dragons to AD&D?

thanks,
Joe123.

Col_Pladoh

Saturday, 22nd November, 2003, 01:01 PM

Quote:

*Originally Posted by **khyron1144***

*Dear Esteemed Mr. Gygax, inventor of my hobby, and chief deity of my pantheon,
How does it feel to be an adjective? [see here](#)
I bet they got what the term means wrong too.
I apologize, if this has been asked before.*

Feel free to call me Gary, as I am a fellow gamer, right?

The term in question simply makes me shake my head in wonder. So many people opining without any actual knowledge to base their assertions upon is astonishing to me.

I read those posts, and I had to chuckle. Nobody seems to know what "Gygaxian" means. I sure don't after perusing the lot. there's a considerable amount of confusion in regards to my DMing style, and not a few people there blowing hard without having an inkling of what it is like.

If I set out to kill PCs, how on earth did Tenser, Robilar, and the rest ever get to relatively high levels? What the whiners don't like are adventure situations where they lose their PCs due to their own inept play. My modules don't suffer fools lightly :D

One poster was quite on target by mentioning running away as an option...

Quote:

Any advice on how a ferret might level? I gave my brother's PC a ferret as a sort of NPC buddy. This creates some unusual situations. Gold is being split two ways between my brother's PC and his Elf NPC buddy, but monster experience is split three ways. There was enough treasure in the first dungeon to let my brother's Thief go up to level four in one adventure, while the Elf went up a level too. The ferret is lagging by a bit. [this D&D where Elf is a character class and there are three alignments].

I'm creative enough to come up with a solution myself, but some advice from the master is always appreciated.

There's not much advice I can give in regards the ferret--cool little critters, ferrets ;) I assume you are increasing the familiars HP and attack chance for it's part in adventuring success. You might also increase it's AC as it learns to move and dodge even more quickly.

As an aside, I don't think you should ever allow a PC to gain more than one level from an adventure success.

Hope that served to answer your question.

Cheers.
gary

Col_Pladoh

Saturday, 22nd November, 2003, 01:09 PM

Quote:

*Originally Posted by **cimerians***

2004 and 2005 could not arrive quicker for me!

LA, box sets, hardbacks, C&C, Z's Castle.....I must say, lots to look forward to!!

Whoa! Now I feel guilty not producing faster. I am in the midst of trying to pare down the LA game monsters to a suitable size for a primer set, and it is so hard. So many great critters, so little space...

The hardbacks will follow paperback core rules supplements, as we don't want the fans who have the current books to feel we are forcing them to buy the new editions.

The ZAGYG'S CASTLE project is a really massive one, so I need to clear the decks of most of the other major undertakings like the boxed set

and revised LA editions so as to concentrate for a couple of years on completing the castle and dungeon levels. All of this should keep me out of trouble and not complaining of boredom for some time to come :rolleyes:

Heh,
Gary

Joseph Elric Smith

Saturday, 22nd November, 2003, 01:11 PM

Quote:

*Originally Posted by **Col_Pladoh***

My hand-drawn map covers an area of c. 44 by 34 miles extent, with descriptive text expanding it to a possible 64 by 54. I am hopeful that Darlene will do the map, as she did the original World of Greyhawk pair. I put her in touch with Troll Lord Games in this regard.

Anyway, the size was kept relatively small so as to be such that it could be dropped into a campaign world setting without undue difficulty;)

*Cheers,
Gary*

That would be fantastic if you can get Darlene to do it.
ken

Col_Pladoh

Saturday, 22nd November, 2003, 01:19 PM

Quote:

*Originally Posted by **Indigo Rose***

My husband and I are anxiously awaiting both the C&C game and Zagyg's Castle, especially after reading all that it will entail! I'm drooling on my keyboard here! Not pretty, but true... :o As soon as I hear that pre-orders are being taken, I'm plunking my \$\$\$ down! There's not much I'm willing to buy rpg-wise, sight unseen, but Zagyg's Castle and C&C definitely both make the cut. :)

Well, Indigo Rose...

I am not sure when the Trolls will be releasing the first of the ZC material, as I haven't turned anything over yet. As I mentioned, I am awaiting the monster roster for the C&C rules so as to be able to populate some dungeon-like areas included in the campaign base module, Yggsburgh.

Meantime that are working on the dual d20/LA game system HALL OF MANY PANES boxed set module and the LA primer boxed set. Hmmm... Looks as if I have gotten them into a lot of boxed set work with my writing.

Heh,
Gary

Col_Pladoh

Saturday, 22nd November, 2003, 01:25 PM

Quote:

*Originally Posted by **Indigo Rose***

This is another project I'm looking forward to. We've already got the "complete" LA rules, but (and maybe this is just because we're getting older and our brains just aren't as flexible as they used to be!) we've had a difficult time wrapping our heads around the different game concepts. In other words, we keep wanting to refer to AC, hit points, etc. I'm hoping that the boxed set will be to LA what the old "Basic" boxed sets were to AD&D back in the early 80's, and I can just ease my way into the game! :D If we had a LA gaming group in the area, it would probably be easier on us, but it's just the two of us right now. Lots of things to look forward to!

*Indigo Rose
Knight of the Woeful Countenance*

I know what you mean! When I write the LA game I purposely used as many new terms for the established D&D ones so as to assist the new participant to think in LA game terms, for the system plays differently, and requires a shift of gears from a class-based RPG to a skill-bundle-based one that is rules-light.

Surf on over to www.lejendary.com and download the free "LA Quickstart Rules" pdf. Just reading it will likely serve, but it is a complete and ready to play adventure with six pre-generated characters included, lots of advice for the new Lejend Master too :cool:

Cheers,
Gary

Col_Pladoh

Saturday, 22nd November, 2003, 01:30 PM

Quote:

*Originally Posted by **Joe123***

Hi Gary,

I understand that you are the author of the rulebooks for Advanced Dungeons & Dragons (1st edition). I am curious as to why you renamed the game from Dungeons and Dragons to AD&D?

thanks,
Joe123.

Howdy Joe:)

The AD&D game was substantially different from the D&D game being revised at the same time AD&D was written, so to distinguish the one system from the other it was determined that "Advanced" should be included in the title, for AD&D ahead of D&D in new concepts and details. The two systems played quite differently, but came from the same base.

Cheers,
Gary

Col_Pladoh

Saturday, 22nd November, 2003, 01:34 PM

Quote:

*Originally Posted by **Joseph Elric Smith****That would be fantastic if you can get Darlene to do it.
ken*

Serendipity, Ken!

Darlene emailed mr some months back to say "hi," and let me know how things were going. Shortly after an exchange of such messages, the ZAGYG'S CASTLE project began to move forward, so I mentioned to her that perhaps she might be interested in doing the map. So now Darlene and the Trolls are in correspondence regarding the matter. Hope that they can reach an agreement ;)

Cheers,
Gary

jokamachi

Sunday, 23rd November, 2003, 04:11 AM

Hey Gary,

This is a bit off-topic, but do you have any theories about the Kennedy assassination?

Jokamachi

Particle_Man

Sunday, 23rd November, 2003, 05:03 AM

This will sound really dumb, but it has been bugging me.

What is the historical/mythic/game balance/whatever reason that monks in 1st ed AD&D were forbidden to use burning oil? Was the oil too chaotic? What it just to accentuate the different nature of monks?

Just wondering...for the last 21 years...

Joe123

Sunday, 23rd November, 2003, 12:51 PM

Hello Gary, :)

How important is the ability of "winging" an adventure? Particularly, when players take actions the DM did not expect. Apparently, allowing players true freedom in determining their PC's action provides them a better gaming experience. Is "railroading" something the DM should strive to avoid. If so, then to what extent should the DM give freedom to the players when they choose a course of action the DM may not have accounted for?

thanks,
Joe123.

Col_Pladoh

Sunday, 23rd November, 2003, 12:54 PM

Quote:

*Originally Posted by **jokamachi****Hey Gary,**This is a bit off-topic, but do you have any theories about the Kennedy assassination?**Jokamachi*

Not much in the way of a theory, only that I am convinced that more than one shooter was involved, and that likely Oswald wasn't the one who hit JFK.

Cheers,
Gary

Col_Pladoh

Sunday, 23rd November, 2003, 01:01 PM

Quote:

Originally Posted by **Particle_Man**

This will sound really dumb, but it has been bugging me.

What is the historical/mythic/game balance/whatever reason that monks in 1st ed AD&D were forbidden to use burning oil? Was the oil too chaotic? What it just to accentuate the different nature of monks?

Just wondering...for the last 21 years...

Return with me now to those thrilling days of yesteryear...

That's what I have to do to try and remember why the proscription was placed on the class. As I recall, it was both deemed as too Chaotic and also to serve as a distinction, as all classes were restricted in one way or another in reagrds to weapons or poison. A monk hurling multiple pots of oil in a round just doesn't seem right somehow :rolleyes:

Cheers,
Gary

ColonelHardisson

Tuesday, 25th November, 2003, 09:28 PM

Hiya Gary! I have a question that I'm sure has been asked before, but I figured I'd ask again.

In your original vision for Greyhawk, did gunpowder work? If you had projected ahead in Greyhawk's history, and worked on a campaign along the lines of something like the "Greyhawk 2000" article from Dragon a couple years back, would gunpowder be readily manufactured? Is there anything that would prevent gunpowder from being made, or if it was made, anything that would keep it from being combustible, at least combustible enough to prevent its use in firearms?

Bregh

Tuesday, 25th November, 2003, 10:19 PM

Didn't Don Kaye's PC Murlynd pack (and use) a pair of six-shooters?

Related to Col. H's question, then, how did Murlynd come by 'em (or, perhaps, how did he come to be in GH)?

ColonelHardisson

Tuesday, 25th November, 2003, 10:23 PM

Quote:

Originally Posted by **Bregh**

Didn't Don Kaye's PC Murlynd pack (and use) a pair of six-shooters?

Related to Col. H's question, then, how did Murlynd come by 'em (or, perhaps, how did he come to be in GH)?

As I recall, there was some mention about how the guns only worked for Murlynd. So the question remains.

Col_Pladoh

Tuesday, 25th November, 2003, 10:35 PM

Quote:

Originally Posted by **ColonelHardisson**

Hiya Gary! I have a question that I'm sure has been asked before, but I figured I'd ask again.

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Well Suh!

I do not believe that magic and gunpowder technology mix well. It can be done, as Stanly Weinbaum proved in his post-catyclysm fantasy novel...the title of which escapes me at the moment. There was a spell that sset off gunpowder and like explosives at a considerable distance. Having gunbpowder weapons really moves the game from the fantasy genre to some other, wierd or science fantasy. Which brings me to the short answer:

No, I didn't have working gunpowder nor did I contemplate having gunpowder weapons in the campaign.

See my next reply for the answer to a seeming anomaly in my response:)

Cheers,
Gary

Col_Pladoh

Tuesday, 25th November, 2003, 10:41 PM

Quote:

Originally Posted by **Bregb**

Didn't Don Kaye's PC Murlynd pack (and use) a pair of six-shooters?

Related to Col. H's question, then, how did Murlynd come by 'em (or, perhaps, how did he come to be in GH)?

Howdy!

The strange wands that Murlynd used made a loud noise and delivered a damaging missile, but neither effect was due to gunpowder. These were very rare magic items devised by Murlynds arcane understanding of technology and how to make it function magically:)

The LA game has an Extraordinary Item known as *Kaydon's Thunderous Bolters*, each weapon having six charges that renew after a relatively long period of time. They are not gunpowder weapons, and exactly one pair exist in my campaign after sever years of play involving about 20 different players.

Cheers,
Gary

ColonelHardisson

Tuesday, 25th November, 2003, 11:41 PM

Thanks for the quick response, Gary! It's most appreciated. Another question: just for the sake of discussion, let's say you *had* wanted to have gunpowder exist in a modern/future Greyhawk setting. Do you have any thoughts on how it's existence would have come about, such as who might've invented/manufactured it?

Another question, which I know has been addressed to some extent:

I know Vecna wasn't your creation (I forget whose it was). Did you ever use the character as anything but the backstory for the Hand and Eye? That is, did he ever make a "personal appearance" at some point? I never thought much of the way Vecna was made a god by those who worked on Greyhawk after you left. Had you ever contemplated making him a god? Or was he always to remain a campaign "boogie man"? My own thoughts were to bring him back along the lines of the ancient Acheron wizard in R.E. Howard's "Hour of the Dragon" (if I am remembering correctly), and have him come looking to collect him missing appendages. Any thoughts?

And, did you ever have any plans for luz's future?

Faraer

Tuesday, 25th November, 2003, 11:49 PM

Gary's said that he never considered Vecna (the creation of Brian Blume) part of the World of Greyhawk or used him in his campaign.

Joe123

Wednesday, 26th November, 2003, 04:32 AM

Gary,

I notice that you answer questions in the order they appear, so why did you skip and not reply to my last question?

Joe123.

MerricB

Wednesday, 26th November, 2003, 04:38 AM

It was probably missed because it was posed whilst Gary was answering another question, thus ending up sandwiched between his answers. It's happened once or twice to my own questions. :)

Gary, I was wondering:
Have you ever Dungeon Mastered an adventure designed by someone else?

It came to me that I primarily know you as an author/DM or (rarely) a player, but I wasn't sure of what experiences you have of DMing someone else's material.

Cheers!

Joe123

Wednesday, 26th November, 2003, 11:39 AM

Actually Merric, my question was the last on the list, (not sandwiched between two of his answers). He answered the two questions before mine, waited perhaps a day or two...then resumed answering the several questions after mine.

Col_Pladoh

Wednesday, 26th November, 2003, 02:24 PM

Quote:

Originally Posted by **ColonelHardisson**

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thoughts were to bring him back along the lines of the ancient Acheron wizard in R.E. Howard's "Hour of the Dragon" (if I am remembering correctly), and have him come looking to collect him missing appendages. Any thoughts?

And, did you ever have any plans for luz's future?

Hi Colonel:)

Faraer is correct about Vecna. I must admit I love the recent tales about the "Head of Vecna," though. your thought regarding the use of Vecna as a "boogy man" is excellent...providing the PCs have gained his eye and/or hand. Perhaps he's want to add a few of their appendages and organs to his own repertoire in the process of gaining his own back.

As for luz, I surely did plan to keep him around as an arch-villain! the players detested him, and would respond vigorously to anything having to do with foiling his plans. I purposely made him full of hubris and disliked by most other Evil entities too, so as to have him with a large target on his back, despite which he would always survive and come back with new machinations. Wastri is another figure I planned to use in similar fashion.

Cheers,
Gary

Col_Pladoh

Wednesday, 26th November, 2003, 02:40 PM

Quote:

*Originally Posted by **Joe123***

Hello Gary, :)

How important is the ability of "winging" an adventure? Particularly, when players take actions the DM did not expect. Apparently, allowing players true freedom in determining their PC's action provides them a better gaming experience. Is "railroading" something the DM should strive to avoid. If so, then to what extent should the DM give freedom to the players when they choose a course of action the DM may not have accounted for?

*thanks,
Joe123.*

Joe123,

Noting your query, I went back a page and found your earlier post. Sorry, but I missed it somehow.

The opinions of some folks to the contrary, I have always "winged" most adventures--the exceptions being play-tests of material in a ms. for a module, and a few set-piece places I developed. All the outdoor adventures I ran, and most of the dungeon crawls were half or more made up on the spot.

When extemporizing, the GM must be prepared to handle all manner of unexpected actions by the players. If they are foolish, I always invent a number of opportunities for disaster. If the course taken is one that is clever and innovative, I add in rewards.

Before a party goes off on a likley disastrous course I will try to deter them from such action--wandering monsters have much usefulness in this regard.

As for "railroading," there are some scenarios where a bit of that is absolutely necessary to further the whole of the adventure. This is not to say that an entire adventure should be linear and force the party into a situation with a foregone conclusion. The use of a predetermined outcome should be only to set up an interesting and challenging scenario where the players are absolutely free to manage the outcome on their own, that outcome offering penalties for wrong decisions, rewards for correct ones, large rewards for innovation and creative solutions;)

Cheers,
Gary

Col_Pladoh

Wednesday, 26th November, 2003, 02:48 PM

Quote:

*Originally Posted by **MerricB***

It was probably missed because it was posed whilst Gary was answering another question, thus ending up sandwiched between his answers. It's happened once or twice to my own questions. :)

*Gary, I was wondering:
Have you ever Dungeon Mastered an adventure designed by someone else?*

It came to me that I primarily know you as an author/DM or (rarely) a player, but I wasn't sure of what experiences you have of DMing someone else's material.

Cheers!

Howdy Merric:)

Right you are. Somehow I missed Joe123's post, but its TCO now.

I have indeed DMed a fair number of adventures using other designers' material. The SLAVE PITS series, for one, and another I used often for quick pick-up games was the ABDUCTION OF GOOD KING DESPOT, one of my favorite short scenarios.

Usually, though, players want to adventure in something I have created, so I do a lot of winged adventures outdoors or in the old Castle Greyhawk dungeons, or else use manuscript material I have on hand. To be absolutely truthful, I usually create new material on the spot for my own material that doesn't exactly follow what is written down, as circumstances alter cases :D

Cheers,
Gary

Joseph Elric Smith

Wednesday, 26th November, 2003, 03:26 PM

Quote:

*Originally Posted by **Col_Pladoh***

Wastri is another figure I planned to use in similar fashion.

*Cheers,
Gary*

Poor forgotten Wastri, no one every gives him the respect he thinks he deserves :)
He and a few of his minions gave one of my groups a run for it a few times.

Ken

Golem Joe

Wednesday, 26th November, 2003, 04:25 PM

Quote:

*Originally Posted by Col_Pladoh**The hardbacks will follow paperback core rules supplements, as we don't want the fans who have the current books to feel we are forcing them to buy the new editions.*

Oh yeah, like current fans are going to pass on hardcover versions of the books. I'm with Cimerians. 2005 can't get here fast enough. Now if I could just finish that cryogenic chamber... :)

Col_Pladoh

Wednesday, 26th November, 2003, 10:39 PM

Quote:

*Originally Posted by Joseph Elric Smith**Poor forgotten Wastri, no one every gives him the respect he thinks he deserves :)
He and a few of his minions gave one of my groups a run for it a few times.*

Ken

Argh!

Forgetting "The Hopping Prophet" is an unforgivable thing guaranteed to bring down a rain of toads!

Cheers,
Gary

Col_Pladoh

Wednesday, 26th November, 2003, 10:49 PM

Quote:

*Originally Posted by Golem Joe**Oh yeah, like current fans are going to pass on hardcover versions of the books. I'm with Cimerians. 2005 can't get here fast enough. Now if I could just finish that cryogenic chamber... :)*

Evening Golem Joe:)

Likely not, as having three hardbacks to replace five softcover books is a good thing. However, nobody will feel pressured to do so, and can pick up the hardbound volumes at their convenience, even wait until the paperback books start to fall apart. The latter are very sturdy, and my three-year-old copy is still in good shape despite frequent use, and some pretty hard on the spine:)

Cheers,
Gary

grodog

Tuesday, 9th December, 2003, 12:04 AM

Perhaps it's time to start a part V Q&A thread, as this one seems to be getting rather large?

Col_Pladoh

Tuesday, 9th December, 2003, 12:14 AM

Quote:

*Originally Posted by grodog**Perhaps it's time to start a part V Q&A thread, as this one seems to be getting rather large?*

Yipe!

Eleven pages of this Q&A is indeed quite lengthy. If there's to be more posed for my response I should think it a fine idea to begin Part V of this thread... :eek:

Cheers,

Gary

grodog

Wednesday, 10th December, 2003, 06:26 PM

Continued at <http://www.enworld.org/forums/showthread.php?t=71486>

Joseph Elric Smith

Wednesday, 10th December, 2003, 06:35 PM

Quote:

*Originally Posted by **grodog***

Continued at <http://www.enworld.org/forums/showthread.php?t=71486>

Of course that only works if people ask him questions :)
Ken